

C64 SEGA 3P CT M AMSTRAD ST AMIGA  
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# COMPUTER +video GAMES

EXCLUSIVE!!!  
DR SQUADRON  
SUPERSONIC DEATH!

EXCLUSIVE!  
OFF ROAD  
RACER!  
WICKED  
THREE  
PLAYER  
RACING!!!



EXCLUSIVE!  
SUPER  
MONACO GP  
THE BEST  
SEGA RACE  
GAME YET!!  
IT'S MEGA!!!



EXCLUSIVE!  
**PANG!**  
AMAZING  
COIN-OP  
PERFECT  
AMIGA  
ACTION!



## INSIDE!!!

ESWAT • TOKI  
TIME MACHINE  
RICK DANGEROUS II  
BACK TO THE FUTURE II



EXCLUSIVE!  
**GX-4000**  
AMSTRAD'S  
NEW MEGA  
CONSOLE!



# SIGNS OF



SHADOW WARRIORs, the latest, greatest and most ambitious martial arts coin-op game now rages onto your computer

**FEATURING**  
interactive scenic backdrops. The secrets of the Ninjitsu assassination techniques have been handed down since the Mediaeval wars...now they live on in the jungle of the American metropolis. A thousand years of the Ninjitsu secrets of your fingertips...

Take your techniques to the streets  
**SHADOW WARRIOR...the hero of the nineties.**

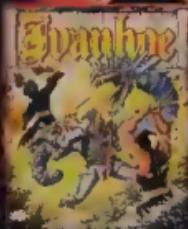


## IVANHOE

Enter a mediaeval era in a mystical world where ivanhoe, our chivalrous hero, pursues a perilous quest, a quest from which most mortal would flee! Strap on your amour, take up your sword and brace yourself to face the magical powers of the most evil of wizards, the plunderous pirates, the most awesome of... and a host of hideous 'beings' in the land of legends. Superb animation, of cartoon quality and beautifully executed graphics create a visual impact unrivaled in the media of Interactive enhancement.

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WE'RE FIT, WE'RE ALIVE BUT WE'RE NOT BACK HOME. Our chopper tail-end out after taking a hit.... the pilot won't be leaving the ground again. Now we have to lead my weary platoon back to our lines through the jungles and paddy fields. Entering what appears to be a friendly village, only to find it is a cover for a guerilla faction, is just one of the things that helps our insomnia...Jeez, will this stupid war never end!



# TIME'S



The hit coin-op game bringing espionage and action with 9 levels of thrills and excitement. Innovative game features with a host of differing scenarios from high-powered sports cars to underwater guerilla warfare. Rescue a beleaguered nation from the oppressive regime of the 'Council for World Domination'.

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"Utterly mouth-watering graphics and an amazing depth of play ... the best flight simulation I have ever seen (and there's nothing on the visible horizon that looks set to come close). It's not a simulation, it's an experience ... Ocean's first flight sim is the best out!" Zap 97%.



## ATARI ST AMIGA

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## THE CORPS!

Can the Corps survive the onslaught of a large green pulse? Read on

## PREVIEWS

A whole skipful of previews, including exclusives on UN Squadron from US Gold and Ivan "Ironman" Stewart's Super Off II, US Gold's Operation Harrier, and Ocean's coin-op convertions of Pang and Toki! 108

## PLAYMASTERS

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## ARCADE ACTION SPECIAL

A bumper bundle of coin-op cuties this month, with Michael Jackson's Moonwalker (snow!), Bonanza Bros, Metal Fox and the disgustingly brilliant Allen Storm! 66

## MEAN MACHINES

This month, we have a look at the hilarious Don Doko Don on the PC Engine, Alex Kidd in Shmobi World and Super Monaco GP on the Sega Master System, and Ghostbusters and the totally brilliant ESWAT on the Megadrive! Wow! 98



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IT'S THE BIG BUD LIGHT SHOW! All dressed up with nowhere to go to. A hotel breakfast is where he's going. Cause Back To The Future III is showin'!

# TS

## MEGA COMPS THE HOTLINES!

Four amazing mega-consoles are up for grabs in this month's madcap Hotlines!

### WIN £500 OF TRAVEL VOUCHERS!

Travel through space (and possibly time) with the £500 (count 'em) of travel vouchers on offer in our amazing Activision Time Machine competition!

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### WE HAVE THE TECHNOLOGY

Ooh 'eck! We have a look at Amstrad's flash new console, the GX4000!

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WANT TO KNOW THE  
NEXT CUTTING  
EDGE?  
The designs in  
these pages Never get it  
in the flip. At the end of  
the month. She  
screams. That's a  
rap!



EDMUND  
GRINDY PAUL, AND  
THE THIN BOYS

He reviews. He  
wishes there was. But  
he don't know. What  
done the do is



WYATT-DODGE  
ROCKIN' BOBBY D  
SWAN

Ringin' folks up and  
ringin' out gear is  
the reason. Robby D  
Swan is here. With  
Timberland shoes  
and gold medallion.  
It's no wonder they  
call him the Chatham  
Stallion

# REVIEWS INDEX

## THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

### GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

### SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

### VALUE

Here we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

### PLAYABILITY

This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

### OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

## THE MARKS

85+

A C+VG HIT! An outstanding game that shouldn't be missed.

70-85

A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69

Average to fairly good. Could still appeal to fans of the genre.

40-55

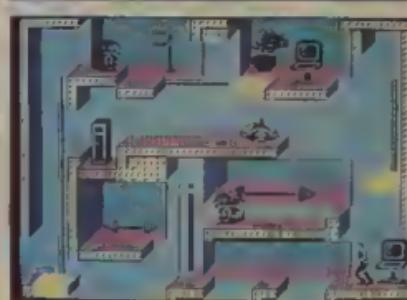
Below average to average. Generally a disappointment.

15-39

Generally a poor game that mightn't even appeal to the most ardent fans.

14-

Ugh! Bloody sewage that's guaranteed to make you completely throw up.



## REVIEWS

### SPECTRUM

IMPOSSIBLE MISSION II

SUPER STOCK CAR

MATCH DAY 2

NEMESIS

HONG KONG PHOOEY

### AMSTRAD

MATCH DAY 2

NEMESIS

ESCAPE FROM THE PLANET

OF THE ROBOT MONSTERS

SHADOW WARRIORS

STUNT CAR RACER

### C64

MATCH DAY 2

NEMESIS

BLOODYWYCH

SKI OR DIE

### ST

ANARCHY

PLOTTING

BACK TO THE FUTURE 2

SIMULCRA

KICK OFF 2

THUNDERSTRIKE

LAST NINJA 2

### AMIGA

OLD OF THE AZTECS

MURDER

PLOTTING

LOST PATROL

THUNDERSTRIKE

TIME MACHINE

PC

POWER DRIFT

LAST NINJA 2

### SEGA

SUPER MONACO GP

ALEX KIDD IN SHINOBI

WORLD

SHINOBI

WORLD

ULTRA-CUTE CHOPSTICKY ACTION

give a HIT on the Sega Master

System.

## C+VG HIT! REVIEWS

### ANARCHY

14

Blasting in abundance in Preyngosa's new 16-bit Delan-

der-like

### GOLD OF THE AZTECS

32

A HIT for US Gold's jungle treasure-hunting extravaganza

### MURDER

36

Are you the next Sherlock Holmes? Find out how good your detective skills are in US Gold's massive murder hunt.

### PLOTTING

39

Blobby block-throwing fun with Ocean's hilarious new 16-bit coin-op conversion

### SIMULCRA

84

Enter the system and live the malice in Micropoee's wicked 3D shoot 'em up

### TIME MACHINE

62

Travel back in time to save the Earth with Vivid Images' corking new Amiga game.

### ESWAT

78

Class Cyber City of crime in Sage's brilliant Megadrive coin-op conversion.

### OON OOKO DON

82

Hammer II home with this wild n' wacky PC Engine game

### SUPER MONACO

86

All you budding Nigel Mansell's can go for the chequered flag with Sega's new HIT racer.

### ALEX KIDD IN SHINOBI

55

Sega's brilliant Megadrive coin-op conversion.

### WORLD

88

Ultra-cute chopstick action give a HIT on the Sega Master System.

## THE REVIEWERS

### JULIAN RIGNALL

C+VG & arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

### PAUL GLANCEY

He loves games requiring brains, but doesn't mind the odd blaster.

### ROBERT SWAN

He's easy to please and will fly anything, but loves a good flight sim.



Out now!

# BACK TO THE FUTURE II

TM

PART II



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IMAGE WORKS, 10th Floor, 100 Shaftesbury Avenue, London WC2R 8AU. Tel: 071-939 1404. SCREENSHOTS:

April 11

4 & 5 Courtesy of MCA

# NEWS

# AM'N'CH

Amstrad recently took a group of journalists to Paris to announce the launch of three new machines - the GX4000 console (which takes ROM cards only and has 64k memory), the CPC 484 Plus (which features a built-in cassette deck and has 64k memory) and the CPC 6128 Plus (which has a 3-inch disk drive and 128k of memory). Julian Rignall was there...

## LOOKS GOOD

The three new machines all feature the same internal architecture, which is based around the old Amstrad computer boards. But they've been brought up to date with the addition of a 2k custom chip which gives super smooth hardware scrolling capabilities, hardware sprites (up to 16) and most importantly lets you display 32 colours on-screen at the same time from a palette of 4096 - which is the same as an Amiga.

## SOUNDS GHASTLY

Annoyingly, the sound is the same as the old Amstrad and Spectrum computers but is now produced in stereo via a new sound driver chip. It's a crying shame that a better sound chip wasn't introduced, as this would have given the machines a real audio boost. As it stands, the sound chip is very limited and the sort of noises it produces are tinny, harsh and grating.



# HIPS

▼ *Burnin' Rubber is a Wec La Mans type ROM cartridge that comes free with all machines.*



## FREE GAME

All machines come with a free ROM cartridge called Burnin' Rubber, a colourful WEC La Mans style game that was developed by Ocean especially for the new Amstrads. The 464 Plus also has BASIC on the ROM cartridge, and the 6128 Plus also comes with CPM.

## PLAY THE OLDIES

A big bonus is that the 464 Plus and the 6128 Plus all run existing Amstrad software, giving them an immediate huge software library. New software is currently being developed by top software houses to make use of the machines' new hardware, some of the more notable titles being Robocop II, Shadow Warriors, Operation Thunderball, Plotting, Special Criminal Investigation, Pang, Navy Seals, Tokr and Battle Command. As well as Ocean, US Gold, Domark, Loupsoft, and Tilus are amongst many firms developing software for the new machines. All games will be released on ROM cartridge for the GX4000 console as well as tape and disk formats.

## THE VERDICT

The two new computers are exciting machines with tremendous graphics capabilities, but they are pricey. The 464 Plus is £229.00 with black and white monitor and £329.00 with colour

monitor, and the 6128 Plus is £329.00 with mono monitor and is a hefty £429.00 with colour monitor. Black and white monitors are fine if you want to use the machine for doing things other than playing games, but really you do need to buy a colour monitor for enjoyable gaming - and that puts them up with the cost of an ST or Amiga (admittedly without monitor, but the 16 bit machines do have TV modulators - is the monitor really that important?)

The fact that they're able to run existing Amstrad software and take ROM cartridges as well as running their own software is good, and though the machines are pricey they are easily the best 8 bit computers around, capable in some cases of matching and even beating the specifications of the ST - which can't be bad at all!

The GX4000 is a different story, price-wise. It's a neat-looking and technically impressive console that has an awful lot of potential at the very low price of £99.00. The main criticism is that the joypads are pretty naff (finger cramp sets in very quickly), but at least the joystick sockets are standard so you can plug in your favourite stick for long-term, acha-free gaming! Other than that, the GX4000 is a graphically superb console, is technically far better than the Nintendo and Sega Master System and has a very exciting line-up of games coming in the not-too-distant future. It's definitely well worth checking out if you're after a decent console for Christmas.



▲ *The GX4000 console is a neat looking machine - shame about the control pads, though!*

# NEWS

## CONSOLE BOOK III COMING SOON

The next installment of the fabulous Complete Guide to Consoles is out at the end of this month and promises to be even better than the last book! It'll feature incredible exclusive Sega, Megadrive, PC Engine and Nintendo reviews, an unbelievably mega tips section, - heaps and heaps of competitions and tons of other stuff!

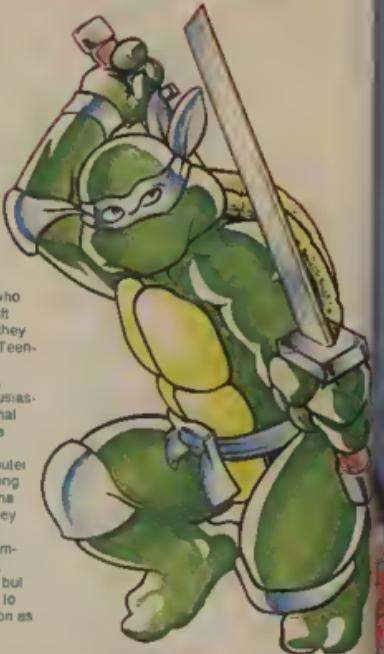
Keep a look out for it - it's going to sell fast!

## COWA BUNGA! MIRROR- SOFT GET TURTLES LICENCE!

After a period of confusion as to who would be the lucky ones, Mirrorsoft have announced that indeed it is they who have grabbed the license to Teenage Mutant Hero Turtles.

Mirrorsoft's Managing Director, Peter Bilotta, was extremely enthusiastic about the license, and stated that "without doubt, this is set to be the license of 1990, and we intend to make it the most successful computer program in Europe this year." Strong words, perhaps, but considering the sheer magnitude of the Turtles, they could have a ring of truth to them.

TMHT will be released on the Imageworks label for the Amiga, ST, C64, Amstrad, Spectrum and PC, but definite dates and prices have yet to be fixed. We'll let you know as soon as we do.



## SEGA GO FOR GOLD

After the brilliant Gremlet and totally amazing Impossible Mission, US Gold are shifting into high gear with four major conversions for the Sega Master System.

Indiana Jones III and Paperboy are first up, and are released in October - check out the exclusive reviews in the

Complete Guide to Consoles Book III at the end of August - and will be followed by the Advanced Dungeons and Dragons action game, Heroes of the Lance, along with that classic golf simulation, Leaderboard. We'll keep you posted.

## METAL MUTHAS

If you're into big, powerful, human-controlled fighting machines with loads of weapons, Infogrammes' forthcoming release, Metal Master, should be the one for you.

It lets you build a mechanoid mangle from scratch, and then take part in combat or sporting events in order to make as much money as possible.

The further you progress, the more wonga you make, so you can buy even more powerful weapons to beat seven balls out of new opponents.

All of this sounds like great fun to us, but you'll have to wait until November to see what it's really like. Stay tuned to this channel, and don't touch that dial!

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# GREMLINS 2

THE NEW BATCH™



topo

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elite



## ELITE GET THE GREMLINS

Elite, having been quiet for some considerable time, are now leaping back into the spotlight by grabbing the license for Gremlins II - The New Batch. The film is again centered around Billy, Kait and that annoyingly cute Mogwai as Clamp Plaza is overrun by rapidly reproducing Gremlins! The game is being written by Topsoft,

the people responsible for US Gold's Pepsi Mad Mix Game.

There's a heck of a lot of scope there, so let's hope that Elite's re-entry into the market is one to be cheered. Keep your eyes on the previews section over the coming months for further news.

## SIDEWAYS TO THE FUTURE

Courtesy of Imageworks, Jaz our es teamed Ed, was invited to the Royal Premiere of Back to the Future III last month (the lucky swine) in the presence of HRH The Princess of Wales.

As you can see, this involved our Jazza (who's more accustomed to jeans and T-shirts) having to doll himself up in a dinner jacket and bow tie, which resulted in howls of hysterical laughter from around the C+VG office. Well, check out the picture yourselves!

The reason for all this ländango is to promote the fact that Imageworks are soon to begin work on the Back to the Future III computer game, which is due for release in spring. We'll bring you a report on the game as soon as it's ready.



## MEGADRIVE - OFFICIAL AT LAST

At long last, Sega have announced the launch of the official UK Megadrive - September is when it'll first appear in high street shops.

It'll cost £189.99 and comes with a copy of Altered Beast! A range of 22 games will be released for the machine at the same time, ranging in price from £29.99 for old games like Space Harrier II and Super Thunderblade to £39.99 for big games like Ghoul's 'n' Ghosts and Revenge of Shinobi (also known as Super Shinobi).



## ACTIVISION GRAB IREM AND GET DIZZY

Coming soon to your computer screens via the auspices of Activision are two super Irem shoot 'em ups, R-Type II and Dragon Breed.

The former is the sequel to R-Type (obviously), one of the best blasters of all time, and the latter puts you on the

back of a fire-breathing dragon as you battle unearthly forces.

Also coming soon from Activision is Spindizzy II, the ST and Amiga versions of the stunning 8-bit classic from three years back. Look for reviews in the next few issues.

## Anarchy

BY PSYCLAPSE

14



▲ Game over, and your ship is just flaming wreckage.

**H**ands up, who remembers Defender? Flying over horizontally scrolling landscapes, blasting aliens and protecting the humans? Ah, nostalgia's not what it used to be.

Thing is, aliens aren't the problem, this time. It's anarchists. Disorder and chaos have taken over, and it's down to you to put a stop to all of this. Starting off with a small but effective laser, you've got to fly around and, yep, blast 'em out of the skies!

The anarchists have taken many forms, such as Darters (which zip all over the screen), Bouncers, Clusters and Blasters. These all perform various nefarious tasks, and do their absolute utmost to do you in. Contact with an anarchist or missile results in depleting your energy shield. Once the shield is gone, that's your lot!

By collecting pods and coins left behind by recently deceased troublemakers, you can build up a pretty formidable armoury, containing such delights as devastators (smart bombs), cannon out-riders or 'nackem power'.



▼ KA-BLAM!



C+VG  
HIT!



▲ Blast him before he steals the canisters!

which gives you every weapon going. Thing is, these only last for a limited amount of time, so they have to be used wisely.

Key personnel have escaped in life-support canisters.

▼ Zap that cluster.

lers, and you've got to wipe out all the anarchists in the level before the canisters are destroyed. If all the canisters are wiped out, you get thrown into hyperspace and b-l-i-  
ttrouble.

#### UPDATE

Start saving your quids, Amiga owners. July sees the release of your version of Anarchy, which will also retail at £19.99.



ST  
£19.99

Any game that attempts to be as addictive as Defender has to be damned good, and I'm happy to say that Anarchy definitely achieves that, and then some. The graphical frills start right from booting up, and then the sound chip kicks in with a great heavy thumping rock track (just the thing to get the adrenalin going). Once into the game, you see exactly how much work has gone into this product. The graphics are small, but unbelievably fast, with ultra-fast totally smooth parallax scrolling. After the first few plays, it may seem a bit over-difficult, but after a few more tries, you find it's that little bit easier to play, and that much more addictive. The sheer quantity of animated stuff on screen at once is simply astounding, and coupled with the amount of aliens, bulletz and other stuff, it's enough to make the mouth water. To be totally frank this is Defender to the max. Miss this one, and regret it forever.

ROBERT SWAN

GRAPHICS 96%

SOUND 92%

VALUE 95%

PLAYABILITY 97%

OVERALL 96%

**Find out its limits.  
Look in the mirror.**



**Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.**

Based on the incredibly successful 1040 STFM, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).

To ensure precise and realistic images, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and split-screen effects. And, with the SM124 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Genlocking device.

The 1040 won't just have your eyes swivelling in their sockets. Your eardrums will also take a pounding from the 8-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two chips allow the 1040 STE to replay high-quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an earblasting, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single Inline Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more: a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file move, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megafile 44, Atari's unique 44-megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.

The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., FirST BASIC, Hyperpaint and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, light-guns and light-pens) and a 9 pin mouse port and joystick port.

With adaptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £499.99 it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.

Please send me further details of the 1040 STE and other Atari products.

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

POSTCODE \_\_\_\_\_

Please send to Atari Corp (UK) Ltd, Atari House, Railway Terrace, Slough, Berkshire SL2 5BZ.

**ATARI 1040STE**

**WITHOUT IT YOU'RE JUST PLAYING GAMES**

# HOTLINES

## WIN A MEGADRIVE 0898 334 150

Holy 16 bit consolemania, Batman! Those super-cool guys of C+VG are giving away another Sega Megadrive! How do they do it? Well, it's flippin' simple, innit. You just leap over to the Bat-phone, pick it up, dial that number and get on down (silly cape not essential)!

## WIN A GAME BOY 0898 555 538

Nintendo-o-go-gol! Yes, indeed, you could be the proud owner of a totally spondidious Game Boy! Bonish those boredom blues! Crank up that credibility rating! Transform your life! And all for the price of a phone call! What more can we say? Get dialing NOW!

## WIN A LYNX 0898 555 537

It's hard, it's cool, it's bad. No, not Michael Jackson, it's the Atari Lynx! All the action you could ever want, right there in your hand (oh, steady on there)! What do you do? Simple, just grab that phone, press those buttons and strut your funky stuff, right now!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT THE PERMISSION OF WHO-EVER PAYS THE PHONE BILL BEFORE YOU DIAL. CALLS ARE CHARGED AT 3BP PER

## WIN A PC ENGINE 0898 555 539

It's square, but it's not boring, no-siree-Bob. It's the PC Engine, and you could be in with a chance of winning one! Well, slop me sideways! To get the opportunity of grabbing this amazing beastie, pick up that phone and dial that number, double quick!

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S Y S T E M 3



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It's the height of the summer end I ought to be lezing in the sun rather than reading your letters. Still, I've got a job to do - so here I am. The YOB! If you've got anything remotely interesting to say, send your letters to:  
**YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**

## CONSOLE QUESTION CORNER

Yo YOB,

I'm a pretty laid-back, happenin' kinda guy and have recently upgraded from my old C64 to a Megadrive. But before you have a fit and go on to rip up my letter into tiny particles and stamp them into the dust with your live-in Doc Martens (because you're fed up with letters about grey imports) (Harumph! Too right - YOB!), I just want to ask a few questions:

- 1) What's Phantasy Star II like? It sounds dead good
- 2) When the keyboard for the Megadrive finally arrives, will it mean that we will have complex flight sims and strategy games? How much

will it cost? When will it arrive?

3) Will the modern game links be expensive?

4) What happened to Super Monaco Grand Prix?

5) When the planned disk drive comes out, will we be able to buy disk games and use the console as a computer?

6) How much will the converter to run British games cost?

I'll have to stop there or my pen'll melt (they don't call me the Pen Dancer for nothing)! Alexander Mackenzie, Glebeagles, Perthshire

**YOB:** Gobblin' as they say round our way! You're an inquisitive blaster and no mistake. 1) Phantasy Star II is dead good, but it's pricey and for hardened role-players only, I reckon. 2) There aren't many de-

tails to be had concerning the keyboard, but I expect it will turn the Megadrive into some type of programmable computer. Microprose are putting some Megadrive flight sims together, but I doubt whether they will rely heavily on the use of the keyboard. 3) Well, you know... Expensive is a relative term, isn't it? 4) Super Monaco GP was delayed for circumstance beyond anyone's control, but it's now scheduled for Japanese release in September. 5) I don't know about disk games as such, but no doubt the drive will come in handy if you're using the Megadrive with the keyboard (as is a computer). 6) No-one has released any details on a British game converter, but you can bet everyone will be selling them once the Megadrive comes out over here.

## LYNX FINX

Dear YOB,  
 I own a Lynx, and was wondering if I could ask you a couple of questions:

1) When will Hard Drivin', STUN Runner, Gauntlet III and Cyberball be available?

2) What other games will they be producing in the future?

Mark Owens, Wrexham, Chwyd

**YOB:** Gauntlet III's already out you dozy git. As for the rest, expect them nearer Christmas, along with several other arcade conversions, which for the moment will remain nameless. Watch this space.

## TIPS TIPS

Dear YOB,  
 With reference to your mags' tips showing 'Final Fight' in cartoon form, I thought I should voice my opinion. Good idea, shame about the implementation. The tips are far too hard - there are a lot of moves, and these tips didn't help find them. Patterns of the joystick and buttons with a picture of what would happen would have been good, and tips on what to do in common situations would have helped.

I recently bought a mag

which had details of the PC Engine handheld being launched in the US - does this mean that importers will start, well, importing? And at what price?

And finally, my idea for a game is "ACE Magazine Simulator". You play an issue of ACE searching for someone to buy it (chirrle). Kevin Howard, Mess A2H, HMS Collingwood, Fareham, Hants

YOB: I passed your idea on to Mr Jaz, and he said "Mmffgrmm mhmm", (he had a mouthful of egg salad sandwich at the time, but I got the impression he thought it was a good idea). Yes, importers are undoubtedly going to be importing the NEC TurboExpress as soon as it comes out, but price I don't know about.

## GANG BANG

Dear YOB,  
Could you please tell me, can you buy that totally radical game "Gang Wars" for any computer or console? If not, will it be out soon? Also, I have a design for the crappiest game ever. You have a street in front of you, and what you have to do is walk down to the end of the street by pushing forward on the joystick.

Alex Robertson, Knutsford, Cheshire

YOB: First - no. Second - possibly. Third - it certainly is the crappiest game ever. On second thoughts, have you ever played Chubby Grisly?

## ANY GOOD ON AMSTRAD?

Dear YOB,  
Are there any good Super Sprint type games around on the Amstrad? Hot Rod sounds great, but only got 70% on the Amiga. How would you rate it? Super Cars sounds great as well, but all I've seen of it is an advert. Is it any good on the Amstrad? I really like car racing games. Oh, yes, is Untouchables any good on the Amstrad? The Magnum sounds good as

well. I don't know what to get, because there are so many good games around, and I can only afford one.

Nick Wright, Portslade, Bristol

YOB: Super Stock Car isn't bad, and that's a super-cheap Mastertronic budget game. So that solves your money problem, doesn't it? If you want something really good, though, wait for Diff-Road Racar. It's the topic.

## Eurovision Spelling Contest

Dear YOB,  
This is again one of those days. I am just sitting in my room and the only thing I am doing is reading all (a lot) old Thorn magazines available in a range of 3 meters

I was reading all the magazine sections and thought why not, and here's my letter.

I'm reading your magazine for about four years now just because I liked it and look what happened my English began to improve and I am one of the best in my class.

When I first bought your magazine I only read the parts I liked but now I read everything so many times that if you would see the state my magazines are in now you wouldn't recognise them yourself! I simply love your magazine and I'm not going to complain about what I don't like because other people might like that part of your magazine.

I think there's something in it for everybody.

What really hurts me is to see people talking about their computer in the way of look I own this and that is best and I hate all the others. Every place in the world where ever you almost always meet violence, should be suspended with your fabulous magazine. So people please end I mean PLEASE wise up LR Lieftiel, Amsterdam, The Netherlands

PS Rignall is an ace reviewer the best I have ever seen for the rest of the bunch you're not doing bad

YOB: Rignall says he works only for C+VG, and

## SPANISH FLY IN THE OINTMENT

Dear YOB,  
I'm a Spanish reader of C+VG who is writing to tell you how the magazine in my country are. Just take a look at this.

A magazine called Micromania published this news last June: "Do you know that the Japanese firm Dev-Tek is going to sell a contraption that you can plug into the Amiga and that will let you convert the Amiga software into Megadrive cartridges. For the moment, this marvellous machine will only be seen in England, because the Megadrive is not available in our country." No comment.

I'd also like to tell you something really incredible

On April 27th, my country's cabinet decided to pass a law called "Regulation of Coin-Op", which contains an article that FORBIDS COIN-OP DEVELOPERS TO MAKE VIOLENT ARCADE MA-

CHINES! And they are thinking about forbidding also to computer game developers! Yes, it's absolutely true! Who do you think about my country, English people?

Antonio Lou, Barcelona, Spain

YOB: Heh! Micromania - those bullettิง buttoone! Still, ah! Takas all sorts doesn't it? What do English people think of your country? Nice beechies, but this food's a bit greeey, and if you're subject to a dodgy tummy, I recommend you stay away from the octopus soup. The airports are well-equipped, but expect long delays during those busy summer months.

is definitely not an ACE reviewer. Mind you, judging from your excellent command of English, you could be. By the way, what are Thorn magazines? They sound very exciting.

## BEST LEFT UNANSWERED

Dear YOB,  
Here's a few questions for you to answer.

1) Has your magazine ever reviewed Hang On, Psycho Fox or Kenseidai for the Sega Master System? If so, what were the results?

2) I've recently sent away for a game (Golden Axe) from an advert in your magazine (Key Software). It I don't receive the game, what can I do about it?

3) Which system do you think is the best - the Nanlando Entertainment System or the Sega Master System?

4) In Australia, we don't have things like the Sega Megadrive. Is the Megadrive similar to the Sega Genesis? Thanks a lot for answering my questions

Daniel Whyte, Elizabeth, SA Australia, Down Under

PS Now that you've answered the questions, I can tell you what I think of

you. Every time I see your name, I want to spew. Why don't you show a picture of yourself, or are you too gutless? I bet you're a crappy old fart who gets his jollies out of picking on little kids. I think YOB stands for Yellow Old Basketcase

YDB: Ha, well just for that I won't answer any of your questions you dopey dingo! And seeing as you mention it, I do enjoy picking on little kids - just like you, in fact.

## PURE CRAP VOL II

Dear Mr YOB (what the hell does it stand for?),

I would like to congratulate Graham Edwards and pal on his witty, charming and somewhat sophisticated game design (the one about Vincent Skipper in issue 103). Could he please write 'Pure Crap Vol II' (not meant sarcastically)

Andy, Bridlington (you know, the bit that sticks out of Scarborough)

YDB: Why should Graham have to write that when you've already done it?

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# PLAYMASTERS

Hiya! Here's another totally astounding array of cheats and tips, including a complete solution to Novagen's 3D epic, *Damocles*, and the first two levels of *Vendetta* on the C64! Flip me! If you've got a map, hint, tip or POKE and want to get your name in print, and possibly win yourself £150 worth of software - go for it! Send it in to me at PLAYMASTERS, C+VG, 30-32 FAR-RINGDON LANE, LONDON, EC1R 3AU, and



you never know. Next month you could be lucky!

## AMIGA

### KICK OFF 2

After much madness over Anco's totally amazing footy game, Martin Calidine of Reading has sent in these nifty tips.

#### SCORING GOALS

- There are several methods
- Run at the goal just off centre a curl a low shot in
- Do a big curling shot (from just over the half way line), and charge the shot through the keeper
- Run at the keeper diagonally, and shoot using a little aftertouch. This will result in either a goal or a rebound

#### PENALTIES

As in Kick Off you just tap the fire button as the arrow approaches the centre of the goal. Holding it down for too long will result in the ball flying over the bar.

play ends, make the appropriate movement. The keeper will dive and be there waiting for the ball.

#### PIPEMANIA

Stephen Farrell from Co Londonderry, Northern Ireland has sent in all the passwords from The Assembly Line's ad

diabolical brain mangle:

LEVEL 5: GRIP  
LEVEL 9: TICK  
LEVEL 13: DOCK  
LEVEL 17: OOZE  
LEVEL 21: BLOB  
LEVEL 25: BALL  
LEVEL 29: WILD

#### RAINBOW ISLANDS

Here's a gem (poorly) of a tip from Wayland Standing of Aberdeen for infinite lives. Simply select 3 credits on the starting screen, hold down Q, W, E, T and Y and press fire at the same time!

#### ALL FORMATS DAMOCLES

Adrian King of East Devon has obviously been hard at work because he's sent in a complete solution for Novagen's long-awaited *Damocles*.

Firstly, do as the President says, and go to the room at the end of the corridor on the second floor. Answer 'Q' to the question, and go back down to the basement. Get the key, and go back to your ship.

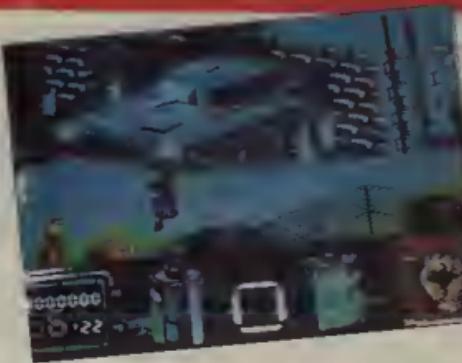
Fly to 09-02 Capital City and you will find a lift. Go to the basement and pick up the antigrav. Return to your ship and fly to 12-14 Capital City and pick up the A to Z computer. Switch it on (it will constantly tell you your location).



Fly to Key West and then to location 07-07. Enter the building and go down to the basement. Here you will find another antigrav. Collect it, and go to the trading post. Sell one of the antigravs (the other will allow you to pick up spacecraff, cars etc).

From here, go to Snow Island location 03-00. Here you should collect the clipboard and the cupboard (which is actually a trigger for the Novabomb). Go on to Bare Island location 06-02. Make sure you take your ship





into the building with you. Drop the cupboard on the ground floor. Here there are teleporters marked 0 9. Go to 0, where the computer will inform you that you're in the professor's new house. In one of the rooms, you will find a sideboard (another trigger).

Take this back to teleporter 1 and leave it there. Go through the teleporters until the computer tells you that you're in the Vesla Parliament. Take a lift to the top floor, where you'll find a briefcase (this allows you to carry more objects). Go back to the basement and use teleporter 6, leave the building and go back to your ship.

Play to 05:06 and buy the hr (the next trigger). Leave the island and fly to 09:02 UR City. From here, enter the building and go to the basement. Ignore the piano, and go around to the back of the lift where you will find the No vabomb.

Now fly back to 08:08 Chaldeia Metropolis (use the computer to find it). From here, take the bomb and the triggers back to teleporter 5. Set all three triggers to ON. Use the teleporter and go to Metis. On arrival, the A to Z will tell you you're in Doobury's Solicitors. Don't go to floor 8, or you'll be sued and lose all your money. Leave the building and head down the road on your left.

At the end of the road is a court. Enter and walk straight across the room and

into the wall. The wall will then open, revealing the last trigger. DO NOT TURN IT ON. Leave the court and fly into space. Land on Damocles, and drop the bomb. Leave Damocles and fly away (be careful of the amount of time). When you're far enough from the comet, engage the last trigger, and goodbye Damocles!

There are, of course, four other ways of completing the game... can anyone else do them? If so, write in to Play masters. There's a special prize on offer for the best entry.

## C64

### PIPEMANIA

Not content with discovering just the Amiga passwords, Stephen Ferrall from Co Londonderry, Northern Ireland,

has also sent in all the passwords from C64 version! Is this guy cool, or what?

LEVEL 5: HARA  
LEVEL 9: GRIN  
LEVEL 13: REAP  
LEVEL 17: SEED  
LEVEL 21: GROW  
LEVEL 25: TALL  
LEVEL 29: YALI

### VENDETTA

Here it is, folks, the solution to the first two levels of System 3's rather swanky game of vengeance, and all courtesy of Andrew Kyphn of West Cliff on Sea.

### LEVEL 1: THE DOCKS

As soon as you are able, ready your knife and kill the guard. Pick up the wine-cellarers from the crate on the middle of the screen (approach it from the left). Kick

down the door at the top of the screen, and enter with your knife ready. Kill the guard, and walk up to the crate with a line shadow in front of it. Collect three grenades and move right to another crate. Move down a fraction and collect the machine gun. Go to the wall with the pipe on it, go down to the crate in the corner and pick up the ammo clip (this replenishes all ammo should you run out). Leave the room, and kill the guard. Select grenades, and move right. Throw a grenade, this will blow the guard to pieces. Enter the next screen, kill the guard there, go up the stairs and kick down the door. At this point, arm the machine gun. Enter the room, waste the guard, and grab the book from the further filing cabinet away from you. Get the floppy disk by kneeling in front of the disk drive, and get the red video from the front of the desk with the seal. Enter the next room, and blow away the guard with the machine gun. Get the log book from the filing cabinet and the blue video from the side of the desk which has no computer on it. Select the log book. Go up in front of the computer, press fire, and the log-on code will appear. Write this down as it changes each time you play. Select the floppy disk, go to the front of the computer again, and press fire. Type in the log-on code, and you will receive some kind of book. Select the





machine gun and enter the next room. Get the Uzi which is in the case to the left of the radio. Enter the next room, and kill another guard. Go round the back of the table with two chairs by it, and get the car keys. Go to the nearest grey ammo-box, and replenish the guns. Enter the next room, kill the guard (that's a lot of dead guards, y'know!) and search the pit low on the right side of the bed. Take the necklace, and make your way out of the building. Go down the stairs and shoot the guard there. Make sure you get him before he gets you! Go to the right hand side of the castle near the two drums. Kneel down and collect the bullet-pool vest. Select the key walk as near as you can to the car (it's on the right (facing north-west)) and select pick up mode. The door should now open.

#### LEVEL 2

Just keep blowing away cars, couples and bikes using F1 to select ground-to-air missiles and F3 for machine guns. Always hit full speed, then slow down at corners. When the cop pulls you up and asks for evidence, move the joystick up to select the necklace then press fire.

We'll print the rest of the solution next month. Until then, best of luck.

#### SPECTRUM CASTLE MASTER

That London lad, Alal Mall has sent in this rather natty tip for that rather natty Freeb's castle thriller. If you can't be bothered to walk all the way up to a door to go through it, simply fire at it, and you'll end up on the other side. Cheers Alal.

#### MAN UTD

James Bell from Berkshire has come across a nifty little cheat that heeses the opposition in their tracks in one player mode. All you have to do is press O! Simple, eh?

## PC ENGINE CHAN AND CHAN

On the second part of level 3, after the first door, stand on top of the two destructible blocks (this is done by waiting for the leaping rats and jumping on one. With luck, you'll rebound onto the blocks) and jump off the top of the screen. You will now be teleported to the final level 6.4. Thanks to J Balles of Kennilworth for that.

## BLOODY WOLF

This cheat comes all the way from Hong Kong, courtesy of Christopher Maier. On the title screen, press QDOWN UP LEFT LEFT BUTTON 2, BUTTON 2, BUTTON 1, SELECT. The number 3 should appear on the screen. Start the game and you'll now be able to fly!

## GAME BOY SUPER MARIO LAND

Michael Golt from Stockport has generously sent in the locations for all 15 secret rooms in this totally spodious game.

WORLD 1-1 Pipes 3 and 6  
WORLD 1-3 Pipe 9  
WORLD 2-1 First and last pipes  
WORLD 2-2 First and last pipes  
WORLD 3-1 First and last pipes  
WORLD 3-2 Pipe 7  
WORLD 3-3 Pipe 4  
WORLD 4-1 Pipes 1 and 34 (just before the black oil guns)  
WORLD 4-2 Pipes 2 and 12 (use your gun to collect all the gems)

## MEGADRIVE TETRIS

Hold the down arrow on the main title screen, and press START for a super-fast



game. A head will appear next to the level number to confirm this. Thanks again to Michael Goll of Stockport for that one.

## THUNDER-FORCE III

This is one absolutely amazing shoot 'em up and it's difficult, too. John McIntyre of Manchester has discovered a little sidestep which allows you to mess around with the game's parameters. Simply press buttons A, B and C and the START button and away you go!

### DJ BOY

I'm not going to make any half jokes about getting your skates on, but Tim Bullock from Stoke-on-Trent

has sent in some tips on how to dispose of the end of level baddies.

### LEVEL 1: BIG BERTHA

She can be defeated by using flying kicks (back off after every attempt). Also watch out for her beefy ball!

### LEVEL 2: THE POSER

This Paul Glancy lookalike is taken out the same way as Big Bertha, but don't get too close his low kicks are lethal!

### LEVEL 3: THE CLOWNS

These are the hardest of the lot. Destroy them by getting in close and punching. Watch out, because their punches are more powerful than yours. Once these are disposed of, two heads will appear and chase you around the screen. Jump about as far away from them as possible, as they will explode (otherwise you'll lose a lot of energy). Lots of little heads will appear, so do the same.

### LEVEL 4: DJ KID

There's something you mother didn't tell you - you've got a brother! Well, he looks like you, and can do everything you can. Wait until his back is turned, scale up behind him, and side kick him. Also use the flying kick as much as possible.

### LEVEL 5

Here you will encounter all four previous baddies so use the right techniques for each.

### LEVEL 5: PART II - FIRE EATER

Just use the same tactics as on Big Bertha and the Poser.

### LEVEL 6: KUNG-FU KATE

Like most of the guardians, she can be defeated with flying kicks. Get in close, and punch and kick. Watch out for her flying kicks and backflips!

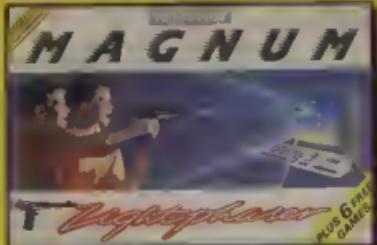
Now sit back and watch the end of game sequence!

## AFTER BURNER

S Cousins of Cambis has thrown this rather nifty cheat in, which gives allows you to select your starting level from 1 to 20! All you have to do is hold down buttons A, B and C when the aircraft carrier appears, and Bob's your uncle. Cheers S and keep on flying!



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# HIGH SCORES

## SEGA

### ACTION FIGHTER

9,500 175 Robert Wigston, Lanarkshire, Scotland

### AFTERRUNNER

17,000 100 Kenneth Rose, Cragside, Livingston

### ALEX KIDO (LOST STARS)

1,294 500 Dennis Watts, London

### ALIEN SYNDROME

212,600 Martin Kennedy Dempsey, Duffield, Derbyshire, UK

### ALTERED BEAST

720 908 Gavin Willsley, Harlow, Essex

### AMERICAN PRO FOOTBALL

111-0 Alan McPherson, Giffnock, Glasgow

### ASTRO WARRIOR

1,280,600 Grant Wolsenholme, Blackburn, Lancs

### AZTEC ADVENTURE

256,200 Alan Remond, Stafford

### BLADE BEAST

4,293 156 Harry Webb, Glasgow

### BLADE EAGLE 3D

89,000 Richard Bell, Beddington, Surrey

### BOMBER RAID

11,167 700 M G Baker, E Grinstead, W Sussex

### CALIFORNIA GAMES

HALFPIPE 37,500 Hywel Davies, Meehan, Gwent

POLE POSITION 187 540 James May, Brixton, London

SURFING 9 800 Robert Wigston, Lanarkshire, Scotland

SKATING 51,600 Robert Wigston, Lanarkshire, Scotland

BMX 175 Robert Wigston, Lanarkshire, Scotland

FLYING DISK 1,700 Anthony Ledi, Halesowen, W Midlands

CASINO GAMES

PINBALL 492 270 Kert Mersh, Oldham, Greater Manchester

CHOPPLIFTER

1,400 600 Kenneth Rose, Cragside, Livingston

DOUBLE DRAGON

1,028 650 Andrew Jackson, Jarrow, Tyne & Wear

DOOMSDAY GUNX

765 250 Robert Wigston, Lanarkshire, Scotland

FANTASY ZONE

1,09 848,000 M G Baker, Grinstead, Sussex

FLYING ZONE II

9,541 850 Jon Evans, Wetsall

GALAXY FORCE

427 100 Ian Gentry, Hillington, Middlesex

GANGSTER TOWN

6,015 760 Hywel Davies, Meehan, Gwent

GOLOON AXE

2,250 160 Ian Gentry, Hillington, Middlesex

HOST HOUSE

1,386 500 James Denher, London

GLOBAL DEFEND

64,100 1000 Paul Hollis, Walsall

GREAT BASEBALL

22-01 Robert Gammon, Bedford

GREAT BASKETBALL

63-0 Stewart Cole, Narborough, Leicestershire

GREAT GOLF

70 Alan McPherson, Giffnock, Glasgow

HANG-ON

8,553,264 Euston Metheson, Roath, Cardiff

KEWSEIOEN

558 400 Paul Houghton, Dorset

MY HERO

14,378,820 Hywel Davies, Meehan, Gwent

OUT RUN

55,151-400 Richard Elliot, NSW, Australia

PENGUIN LAND

Level 22 Steven Gemmell, Harefield, Middlesex

POWER SURGE

65,242,300 Paul Stokes, Aberdare

### PRO WRESTLING

555 200 Scott Wiles, S London

OUTRUN

3,170 810 Gareth Wiles, Birstol

RAMBO II

95,350 David Barnes, Sawston, Cambridge

RAMBO III

85,500 David Barden, Norwich

RASTAN

1,401 320 Jemima Adams, Southend

ESSEX

RESCUE MISSION

57,000 Martin Fox, Beeston, Beds

R-TYPE

7,493 200 Hywel Davies, Meehan, Gwent

SAFARI HUNT

6,017 900 Gareth Clark, Bambury, Devon

SECRET COMMAND

3,315 000 Julian Lloyd, Leamington

Sea Works

SHINOBI

1,321 000 John Moulding, Sunderland

SPACEMAN

SPACE HARRIER

45,144 160 Matthew White, Oldbury, W Midlands

SPACE HARRIER III

22,100 110 Gareth Pollett, Thirsk, N Yorks

THUNDERBLADE

2,650 600 Steven Rubbery, Dudley, W Midlands

VIOLANTE

1,63 700 Gareth Clarke, Bambury, Devon

WOOHOOBOY (MONSTERLAND)

10,509 900 Willem Wong, Nr Stockport, Cheshire

WONDERBOY III

1,04,911 590 Glynne Gledhill, Battersby, Lancashire, Scotland

WORLD SOCCER

33 000 Peter Garnett, Knutsford, Cheshire

ZILLION II

1,025,900 J Cunningham, Sevenoaks, Kent

## MEGADRIVE

AFTERRUNNER

17,849 850 Mark Granados, Bethersee, London

ALTERED BEAST

1,101 600 Joel Cullen, Hants

COLUMBUS

11,129,300 Julian Rignall, C+VG

OJ BOY

1,908 600 Dominic Smith, Thorpe Bay, Essex

SPACEMAN

2,821 565 Bryan Bundred, Basildon, Essex

FINAL FIGHT

5,000 2000 Bryan Wiles, Birstol

FORGOTTEN WORLDS

2,200 2000 Richard Cameron, Edinburgh, Scotland

GOBLIN AND GHOSTS

362 900 Paul Bruton, Enth, Kent

GOLDEN AXE

401 500 Gavin Willsley, Harlow, Essex

NEW ZEALAND STORY

4,070 2000 Dominic Smith, Thorpe Bay, Essex

RAMBO II

1,277,350 Jason Wet, Walsbeck, Cambs

SPACE HARRIER II

26,510,700 Christopher Giles, Ashford, Kent

SPACEMAN

51,356 300 Barry Duffin, Rofford, Notts

UNIVERSE

Junior 36 17,880 Glen Williams, London

WARRIOR

1,04,500 Julian Rignall, C+VG

WARRIOR

# HIGH SCORES

## DEHARIS

417 700 Carl Patterson, Walsall, W Midlands  
**ORAGON NINJA**  
 762,000 Matthew Hill, Adelaide, Australia  
**DEAD MEN AND GHOSTS**

4,171 600 Simon Hudson, Hillingdon, Middlesex  
**IK+**

586 300 Sir Markay Liverpool

909 999 Andra Hastings, Australia

**NEW ZEALAND STORY**  
 3,475 600 Luke Hetherington, Yeovil

**NINJA WARRIORS**  
 172 470 Gary Crane, Stamford

**OPERATION WOLF**  
 1,300 250 David Smith, Mitcheldean, Gloucestershire

**POWERDRIFT**  
 Course B 580 290 Steven Bak, Hemel Hempstead, Essex

**RAMBO III**  
 2,221 930 Adam Stanier, Folkestone, Kent

**RAMBO III**  
 89 450 Wolfman O. Nelson, Lancashire

**REAGAN**  
 79 999 Jukka Pirtt, Finland

**ROBOCOP**  
 1,950 500 Scott Langford, Redcar, Cleveland

**RYT**  
 1,539 200 Adnan Mylchreest, Ballymena, Northern Ireland

**SAKAMON**  
 427,200 Adnan Mylchreest, Barnsley, S Yorkshire

**SALAMANDER**  
 203 850 Paul Warwick, S Victoria, Australia

**TURBO OUT RUN**  
 1,000 200 Steven Gemmell, Harefield, Middlesex

**TUSKER**  
 1,542 900 Chris Rautenberg, N Territory, Australia

**UNTOUCHABLES**  
 16,695 Brian Lee, Kincorth, Aberdeen

## ST

**AFTERBURNER**  
 62,731,830 Osmann Vitrans, Beardsworth, Glasgow

**ALIEN SYNDROME**  
 936,820 Andrew Stamp, Portsmouth, Hampshire

**ALIEN BEAST**  
 179,000 Paul Lee, London

**ARKANOID II**  
 525,630 Jaspal Jandu, London

**BAAL**  
 285 450 Jan Dobrodromov, Bradford, West Yorkshire

**BACKLASH**  
 1,450 600 James Boyd, London

**BATMAN THE MOVIE**  
 577,130 Ines Mubarac, Peterborough, Cambridgeshire

**BIG BIRD THE ICE PALACE**  
 89,430 200 Richard Jefferies, Hadham, Herts

**BLASTERoids**  
 7,473 325 Richard Halton, Horwich, Bolton, Lancashire

**BIG MONEY**  
 340,000 Chris Hall, Houghton Le-Spring, Tyne & Wear

**BUBBLE BOBBLE**  
 6,345 720 Colin Tracey, Colchester

**BUGGY BOY**  
 1,014 340 Colin Tracey, Colchester

**CONTINENTAL CIRCUUS**  
 4,822,250 Peter Graham, Newtownabbey, Co Antrim, Northern Ireland

**DOUBLE DRAGON II**  
 1,08 200 Paul Wheately, New Eastwood

**DRAGON NINJA**  
 132,560 Peter Crib, Bedhampton, Northants

**DYNAMITE DUX**  
 737,590 Andrew Mumford, Sittingbourne, Kent

**EM-10TON**  
 1,151 350 Stuart Campbell, Bathgate, W Lothian

**EMPIRE STRIKES BACK**  
 1,160,330 Robert Swan, C+VG

**FORGOTTEN WORLDS**  
 5,300 300 Timothy Hodges, Peterborough, Cambridgeshire

**GOULS AND GHOSTS**  
 9,996,883 Andrew Dowling, London, UK

**IKARU WARRIORS**  
 243 600 Andrew Newton, Wigton

**IKARU WARRIORS**  
 79 400 Stephen Simpson, Oldley, W Yorks

**INDIANA JONES ARCAE**  
 14,100 250 Tim Beer, Streatham, London, SW16

**LICENCE TO KILL**  
 62 430 Timothy Hodges, Peterborough, Cambridgeshire

**NEW ZEALAND STORY**

600 125 Stephen Simpson, Oldley, W Yorks

**OPERATION WOLF**  
 306,400 David Ching, Leeds, N Yorks

**OPERATION THUNDERBOLT**  
 646 200 Stephan Jones, Halesowen, W Midlands

**OUTRUN**  
 54,677,900 Gerallt Evans, Machynlleth, Powys

**PAC-LAND**  
 217,526 A Redteam, Huddersfield, Yorkshire

**PAPERBOY**  
 70,250 Ian Currgan, Birmingham

**POWERDRIFT**  
 1,750,044 Chris Sisk, Epsom, Surrey

**RAINBOW ISLANDS**  
 2,286 660 Stephen Simpson, Oldley, W Yorks

**RE-HEAT**  
 103,643 Philip Ware, Bradford, W Yorks

**ROBOCOP**  
 40,120 Alan Kramer, Morayshire

**RI-TYPE**  
 523,220 Horness Spencer, Redcar, Cleveland

**SIDE ARMS**  
 2,050,800 Stu, Melton Mowbray, Leics

**SPACE ACE**  
 1,024 200 Paul Wheately, New Eastwood, Nottinghamshire

**SPACE HARRIER**  
 6,143 100 Ben Key, Shettfield

**STARGLIOWER II**  
 529 593 Stephen Simpson, Oldley, W Yorks

**STAR WARS**  
 1,084,560 Stephen Simpson, Oldley, W Yorks

**STRIOER**  
 3,898 999 Andrew Dowling, London

**SUPER HANG-ON**  
 3,656 214 David Birley, Dartford, Kent

**SWITCHBLADE**  
 2,424 540 Paul O'Keefe, London, SE14

**THUNDERBLADE**  
 6,010 400 Paul Davies, London, London, SW18

**THUNDER OUTRUN**  
 1,650,200 Stuart Campbell, Bathgate, W Lothian

**TEST DRIVE II**  
 8,944 860 Colin Tracey, Colchester, Essex

**VINOCATORS**  
 496 100 Stephen Simpson, Oldley, W Yorks

**WAKFU SODA**  
 598 422 Keem Griffiths, Wolverhampton

**STRIER**  
 590 650 Martin Hills, Sittingbourne, Kent

**SUPER HANG-ON**  
 22,116,662 Richard Shaw, Keyworth, Notts

**SWORD OF SOON**  
 447 250 Carl Bates, Woolwich, London, SE18

**SWORD OF SOON**  
 50,555 000 John Winstow, Epsom, Surrey

**SWORD OF SOON**  
 7,692,280 David Hansson, Pottles, Bucks

**AFTERBURNER**  
 20,127,290 Mark Caben, Victoria, Australia

**AFTERBURNER**  
 50,555 000 John Winstow, Epsom, Surrey

**AFTERBURNER**  
 50,555 000 John Winstow, Epsom, Surrey

**BABARIAN II**  
 676,753 Owen Sprangere, Sittingbourne, Kent

**BATMAN THE MOVIE**  
 2,007 600 Martin Allsop, Burton-On-Trent

**BLOODY MONEY**  
 267 440 Sami Al-Amar Havani, Kent

**CONTINENTAL CIRCUS**  
 5,300 160 M B Coine Lancs

**DEADLY DRAGON II**  
 200,170 Colin Tracey, Colchester, Essex

**DEATHSTORM**  
 267 440 Sami Al-Amar Havani, Kent

**DEATHSTORM**  
 2,022 290 Julian Rignall, C+VG

**DEATHSTORM**  
 2,022 290 Tony Chalmers, Kent

**DE**

# YEAR OF WIZARDS

A TELEPHONE GAME OF  
SPELL COMBAT  
by Ian Livingstone  
DIAL 0898 10 10 66



Have you the skills of sorcery, power and cunning to earn you the status of Grand Wizard? Find out as you ascend Yastram's tower and face the formidable school of wizards in dazzling spell combat.

Advance a level with every victory, gaining new spells and power until finally you face the ultimate battle with Zagor, the Legendary Warlock of the Mountains. The select few who defeat Zagor and make

it to Grand Wizard will receive a gold leaf personally signed by Ian Livingstone. They will also have a chance to win the £100 monthly prize.

Prepare to cast your first spell and dial 0898 10 10 66 now!

**HINTS ON PLAY:** Line attack spells are Ordinances. Warlocks (including Zagor) may attack and cast spells simultaneously (though not successfully defended). These are delineated by a 'W' symbol placed before the spell.

## AZTECS

## GOLD OF THE

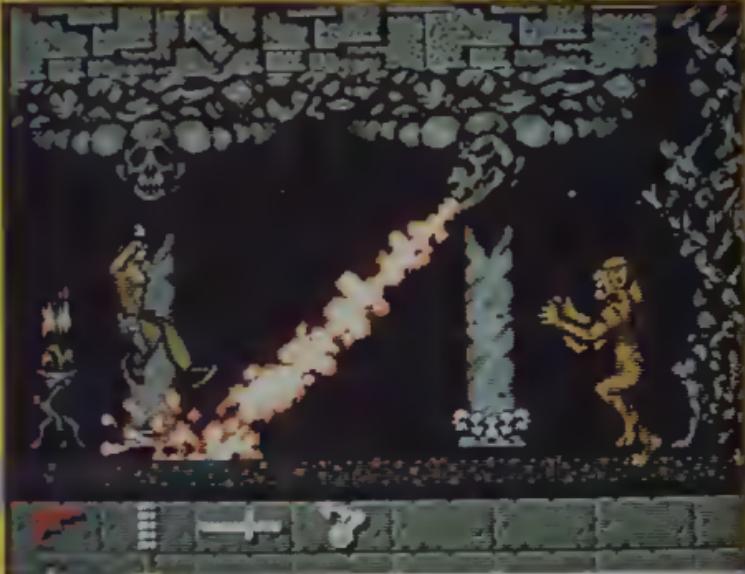
BY US GOLD/KINETICA

32



▲ Just hanging about (groan)...

▼ Flamin' heck, talk about a hootoot!



When bored ex-Vietnam war hero Bret Conrad inherits an ancient map revealing the location of priceless Aztec gold, his curiosity gets the better of him and he decides to see whether he can actually find the horde.

The live level arcade adventure starts deep in the heart of the South American jungle and Bret instantly runs into trouble in the form of spear-throwing, arrow-shooting Pygmies. Fortunately firearms technology is on his side and he can dispatch the baddies with his Browning Hi-Power pistol. A few screens further on things start getting even more dangerous, with carnivorous plants, collapsing bridges and a very nasty panther to avoid.

The object on level one is to reach the entrance to the underground labyrinth, where the following four levels are set. There, even more danger lurks in the form of giant demons, killer bats, huge crocodiles and all manner of fiendish traps. But at the end there lies untold riches which could well be Bret's - as long as he plays his cards right!

# REVIEW



## C+VG HIT!

▼ Let 'em have it with the machine gun

### UPDATE

Amiga and PC versions are out very soon, the former sporting better sound and graphics than the ST and the latter version looking very similar in VGA mode. Other graphics cards are supported, but it obviously doesn't look quite so good.

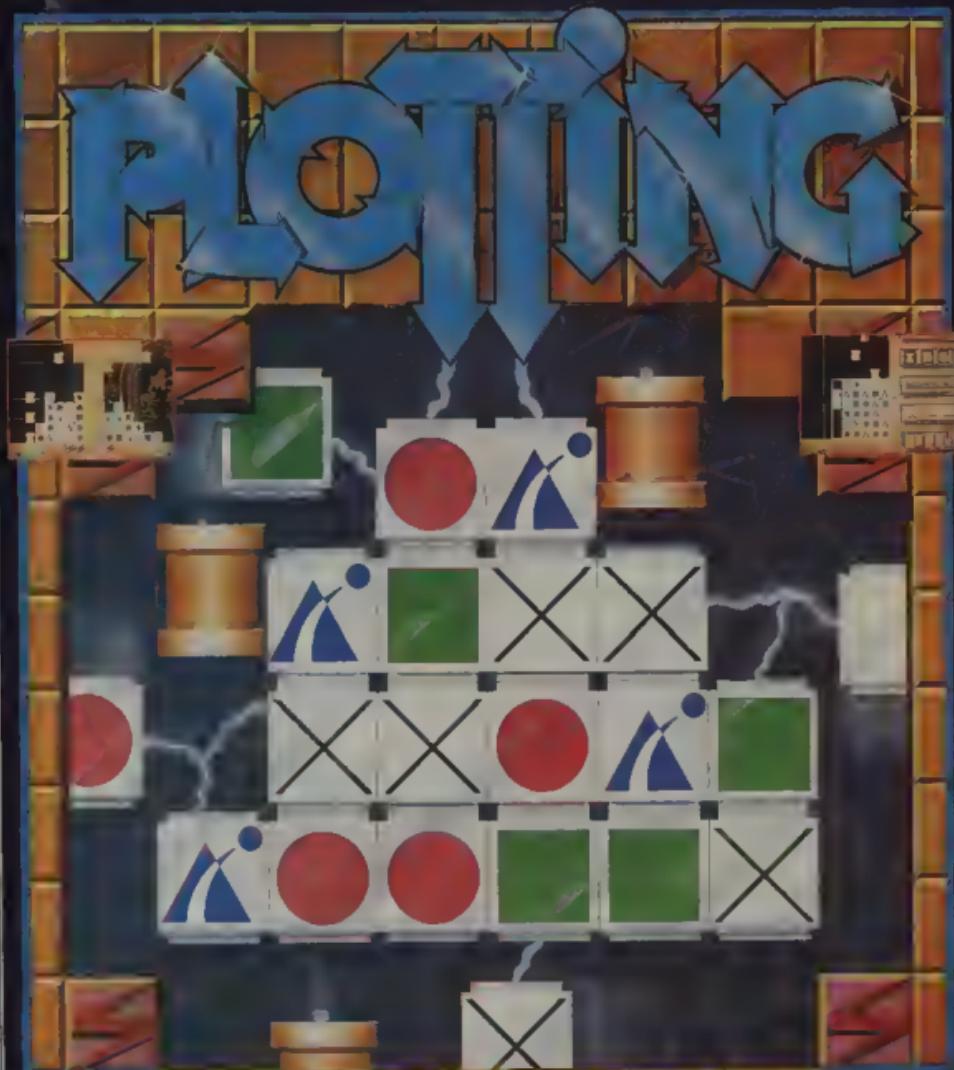
ST  
£19.99

From the very beginning this is a hard game, and there are certain situations that seem almost impossible to get out of. However, each screen is almost like a puzzle, and you've got to work out when to jump, roll, grab the ropes, shoot or whatever. The gameplay is nicely balanced so that you seem to get a couple of screens further with every game, and as a consequence you keep on coming back for more just to see what lies around the next corner. The graphics are truly outstanding. Bret is brilliant in the way he strides manfully along, and some of the creatures are superb, particularly the panther, the huge elephant (what's that doing in South America? Escaped from a zoo I suppose) and the incredible giant stone demon on level four, which is a real stunner (and pretty nasty, too - just watch what it does to the sacrificial victim!). Gold of the Aztecs is a demanding game which will have you tearing your hair out in frustration, but it's addictive and rewarding enough to keep you coming back for more. Give it a go if you're after a challenge.

JULIAN RIGNALL

GRAPHICS	92%
SOUND	83%
VALUE	85%
PLAYABILITY	89%
OVERALL	87%

PILOT YOUR OPPONENTS DOWNFALL AND...STRIKE



It all seems so easy, but can you beat the micro or your partner, at this hideously mind boggling game.

Special blocks will give you extra lives... GREAT... but believe me, you'll need to take every advantage of this software's hardware! You'll need the skill of a Rubik-Cube master and the reflexes of a pigeon at a skeet shoot! Plot your move, take aim and block 'em out!... It's that simple... as simple as grilling ice cubes!

M A M G A - T

T / I T O

ocean

Ocean Software Limited - 6 Central Street - Manchester - M2 5NS  
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GIRLS!



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HOW TO TELL IF A GIRL FANCIES YOU?  
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HOW 2 GET THAT GIRL 2 FANCY U!  
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HAVE YOU GOT  
WHAT IT TAKES  
TO SURVIVE IN  
THE FIELD OF...

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ENEMY RUNNERS  
IN THIS GAME  
OF WAR!!!

**0898  
404635**

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Tell me about Yourself



Rev. Hamish Macintosh  
Host

I saw Myself pick up the Paper Knife in the  
Reception at 10:00

C+VG

**HIT!**

▲ Surely he wasn't stabbing

MUR

Lord - and gentle  
sorry to report that  
has been - a MURDER  
(gasps) Actually there's  
nearly 3 million of 'em (flop  
hectic!) and guess who's  
- solve them? Yep, you.  
you've only got two hours  
do each one before  
Yard turn up and take over

You can select which  
order to solve by picking a date  
between 1914 and 1945, the  
name and type of the location,  
and the difficulty level.  
You can also fiddle with the  
appearance of your detective  
alter-ego, and this deter-  
mines your sleuth's name

Once into the game  
finding out who's been  
bumped off and how you  
to search the house, investigating  
objects, checking for  
fingerprints, questioning the  
- cts, and make notes  
up evidence, conveying  
evidence. But you'd better  
hurry - cos time is running  
out and Scotland Yard's  
ring ever nearer.

Ghastley Manor



Ground Floor  
The Driveway

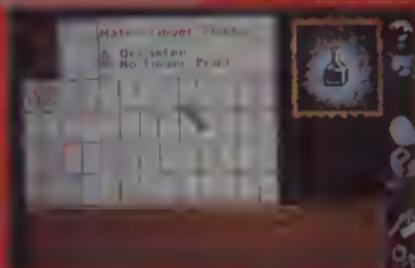


Mrs. Brenda  
Danson  
Visitor

None

I saw Myself enter the Anteroom at 10:00

▲ Brenda's been seeing things



▲ Hmm, do those fingerprints match?

### UPDATE

*Murder will be out soon on ST, PC and C64, so all you emulators dicks better start brushing up on your sleuthing skills.*

**AMIGA**  
£24.99

*Murder is the sort of game that takes a little bit of lateral thinking, a touch of intuition and a whole lot of skill to play. It's all too easy to point the finger at the wrong person, but think like a detective and you'll find yourself getting more and more into the thick of things, and the excellent monochrome graphics lend the game that essential period atmosphere. Interrogating each and every person about where they've been and what they've been up to reveals some pretty interesting info (some of the relationships that crop up are scandalous, to say the least). There are also lots of little touches, such as the ability to change the appearance of your sleuth (I'm sure one looks like the great Hercules Poirot), and these add to the game no end. Overall, a top-notch product, and with three million levels, one that can be played again and again.*

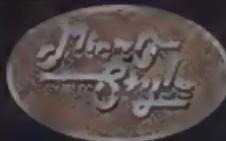
**ROBERT SWAN**

<b>GRAPHICS</b>	90%
<b>SOUND</b>	84%
<b>VALUE</b>	93%
<b>PLAYABILITY</b>	94%
<b>OVERALL</b>	92%



here does not appear to be a fingerprint on the Stiletto.

▲ Damn! And that was your most promising clue!



LOOK OUT!

RICK DANGEROUS

2

WILL BE BACK  
IN A

FLASH



▲ Uh-oh! Game over, player two!



▲ Bad move player one!

# PLOTTING

BY OCEAN

This conversion of a little-known Taito coin op puts you in control of a small orange blob like thing which has the amazing ability of hurling blocks about. But these aren't just ordinary blocks, mind you, because these all have little symbols on them. How exciting!

The aim of the game is to destroy a pile of said blocks by hurling another block with a particular symbol against blocks of the same 'denomination'. Once this happens the blocks disappear, and in return, you get the last block to be hit. If there's no block (what a load of blocks - Ed) that can be returned, this counts as a miss. Three misses and it's game over.

If you want, you can choose to play a split-screen two player game (with player one on the left, and player two on the right), or play in challenge mode. This is the same as the normal game played in a variable time limit but if three or four blocks are disposed of, they appear on the other player's side. Plotting also has a construction kit, with which you can create your own weirdish setups then save them to disk for future use.



## UPDATE

Sorry, but all you bit owners out there are going to have to go without, as Ocean have no plans to release Plotting for your machines.



▲ Build your own levels with the construction kit.

**AMIGA**  
£24.99

Apart from slight colour and sound differences, Amiga Plotting is exactly the same as its ST counterpart, and just as much fun. Grab it at the first opportunity.

**OVERALL 94%**

**ST**  
£19.99

I confess to never having seen this game in the arcades, but I wish I had. For such a remarkably simple idea, Plotting is one of the most tendishly addictive games I've played in many a moon. Throwing blocks doesn't sound like a gripping game idea, but, like Tetris, simple ideas usually work out to be the best. After the first few levels, the gameplay grabs you by the scruff of the neck, and refuses to let go. The two player mode adds more to the game, and in challenge mode, things go from good to hysterical. Just when you think you've cleared a screen, the other player throws a few more blocks on your side of the screen! The graphics are small and cute (the blob bouncing with glee when a screen is cleared is a really nice touch), and the sound fits things nicely. Plotting has that spark of originality that makes it refreshing to play, and well worth paying good money for.

**ROBERT SWAN**

**GRAPHICS** 91%

**SOUND** 90%

**VALUE** 94%

**PLAYABILITY** 96%

**OVERALL 94%**

# CORPORATION



AVAILABLE ON  
ATARI ST AND COMMODORE AMIGA £24.99  
SCREEN SHOTS FROM VARIOUS FORMATS



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- Total freedom of movement throughout a 3-dimensional environment
- 10 levels played over an area of 1,200,000 H
- Featuring a unique wireframe digitized landscape packed full of detail

BY IMAGE-  
WORKS

Marty McFly, having travelled back to 1955 in Doc Brown's DeLorean time machine, has now been whisked into the future with his girlfriend Jennifer to sort out their kids. Confused? You will be.

Once there, Marty buys a sports almanac, giving the results for every event from 1950 to 2000, with which he plans to make big bucks back in 1985. Doc finds out, and talks him of changing his destiny.

Marty's arch-enemy, a very wrinkly Biff Tannen,

# BACK TO THE FUTURE

steals both the almanac and the DeLorean, and jumps back to 1955. There, he gives the book to his younger self, to sell himself up in 2015. So Marty is now in a race against time to destroy the book and return everything to normal.

The game is split into five levels, each representing separate parts of the film. Level one is set in 2015, with Marty hoverboarding through the streets of Hill Valley towards

▼ You be careful on those roads, Marty!



▲ Open the doors for Jennifer in level two.

## the Town Hall

Level two is a logic puzzle. Jennifer, having been found by the police, has been taken to her future home. Viewed from above, you have to help Jennifer escape, without bumping into any of the computer-controlled occupants.

Level three features Marty in a drastically altered 1985. Moving from left to right along a horizontally-scrolling screen, you've got to make

your way to the DeLorean without being beaten up.

Level four is back in 1955, and is a sliding-block puzzle. You have to rearrange the scene from the Enchantment under the Sea dance within a set time limit. From there, it's onto level five, and back onto the hoverboard. Biff's got the almanac, and you've got to chase him around Hill Valley, until you can lay your hands on the book, dispose of it, and sail everything to



# REVIEW

ST  
£19.99

As a great fan of all three movies, I had high hopes for Back to the Future II. But after playing the game, I feel disappointed. The intro sequence with the DeLorean blasting off into the sky is a nice idea, but poorly executed (the car jerks along like a slug with bunnions). Once into the game things don't really pick up. The hoverboarding levels are alright, but the logic puzzles just don't fit in. Why not use other parts of the film, like trying the DeLorean in 2015, or being chased through Biff's Treasure Palace in 1985? The graphics are rough but adequate, and the characters look somewhat like their movie counterparts with the exception of Marty, who could be anybody. Sound is a ho-hum rendering of the theme tune, with un-so-so spot effects (what, examples?). But it's the playability that's lacking. The hoverboard levels start to drag after a while, and solving out sliding block puzzles gets more and more tedious with each play. BTF II isn't a total disaster, but you do get the feeling that a lot more could have been made from it.

ROBERT SWAN

GRAPHICS	71%
SOUND	65%
VALUE	62%
PLAYABILITY	66%

OVERALL 67%

## UPDATE

Amiga, Spectrum, C64 and Amstrad versions are all on their way - we'll give you an update in a future issue.

# REVIEW

► ST

**A**ll is silent in the Matrix. As your simulated Surface Reconnaissance Vehicle rolls over the glowing computer-generated checkerboard surface on its light-treads, you keep a keen eye out for hostile simulcraft.

Suddenly a horseshoe-shaped Recogniser surges upward from the void below the grid and spins to face you. With a low hum, a ball of light forms between its pincers and accelerates toward the SRV, slamming into its right flank and shunting it sideways.

A red light on the panel before you indicates a power drain on the right shield. The treads blur as you spin your vehicle right, lining up the Recogniser's headpiece with the cannon sight. You release a rapid volley of six shots and in a blaze of light the Reco disintegrates into its component polygons.

Dealing that speed is the best defence in this matrix you spread the SRV's wings and ignite the solid fuel boosters. Your craft rises gracefully above the battlefield and you head off, searching for the rogue energy projectiles which are transporting deadly computer-generated Simulcraft into the real world.

There are 30 malicees to conquer, all swarming with the computer's simulcraft opponents. If to challenge the skills of even a champion Simulcraft pilot like you. Luckily your vehicle is specially designed for this type of battle, and most hostile craft yield to a few blasts from your energy cannon. Once destroyed, surface craft and structures, such as the laser towers, leave behind spinning polyhedrons which can be transformed into extra equipment for the SRV: radar scanners, speed-ups, fire-and-forget



# SIMULCR

# REVIEW



BY MICROSTYLE

## C+VG HIT!

### UPDATE

An Amiga version is out as you read this, and as far as gameplay goes it will be identical, the only differences being spruced up graphics and sound. Price, as with the ST version, is £24.99.

ST  
£24.99

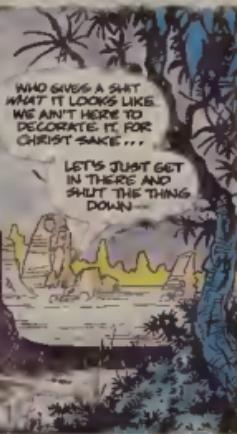
Well, what can I say? Another Greiggold release - another title to add to the C+VG list! Of All-Time Classics Simulacrum combines Battle Zone with Tron to produce a tremendous 3D shoot 'em up, the like and standard of which I've not seen in years. The graphics are absolutely superb - glittering explosions, swooping bombers, menacing helicopters, sinister-looking tanks, and even the occasional Tron-ship (watch out for the mini Solar Sailors!). The bright glowing colours look really beautiful against the empty blackness too, and the objects are light source-coloured with shadows to make them look that little bit more wonderful. Even when the screen is packed with polygons, the game still zips along, and the speed with which the landscape shifts around the SRV is astounding. The pace of the game makes playing it a totally addictive experience, and all your joystick skills will be called upon when you blunder onto a platform surrounded by six laser towers which promptly train their sights on you and begin blasting your shields off. The pickups and the flight mode build the game blasting into something really special, and Simulacrum is undoubtedly a game that will keep any ST owner awake way after bed time. Try it and see.

PAUL GLANCEY

GRAPHICS	94%
SOUND	85%
VALUE	87%
PLAYABILITY	92%
OVERALL	92%

# THE COORDERS





TO BE CONTINUED...

# SO, WHAT IS THERE?

NOV 87

FREE Spectrum Amstrad/C64 Thundercats Demo cassette PLUS Thundercats comic strip! FREE pull-out Jackal pendant Hand Runner and Enlightenment mapped! Arcade Action: After Burner, Xeomephobia, A.P.B. and Battlestar reviewed!

FEB 88

FREE Judge Death pull-out poster! Game of the Month: Ocean's Nautan Saga. Other HIT reviews include Star Wars, Combat School, Tetris, King of Chicago, Stacks of Nintendo reviews: Gunshock, Tannin, Wrecking Crew and Balloon Fight! The Great All-Comers Joustick Review



MAR 88

Super Arcade Action Thunderblade Final Lap, Shinobi, Twin Corps, Ninja Warriors, Blasteroids, Vigilante and Thundercats. Plasma Map and Mega Tips. Mean Machines: Commando on the Nintendo, World Grand Prix, Enduro, Hacer, Hang On and Afterburner special (all Sega)!

APR 88

Leads of tips plus Rastan Sega and Black Lamp maps. Arcade Action: My Hell, Heavy Metal, Twin Celos, Mean Machines, Nintendo Stinger and SDI, Alien Syndrome, Zillion 2 and Zaxxon 3D on the Sega.

MAY 88

FREE BADGE (featuring N-Type, Road Blasters or (courtesy Nintendo) Super Mario Bros Mapped, Rastan level four onward, Nightmare, Arcade Action: Galaga '88, Vulcan Venture, Kageki, Saga review: Teddy Bear, Fantasy Zone, World Soccer, Kung Fu Kid, Double Dragon, PC Engine preview!)



Pull-out Horror Poster

# BACK

Chased off that you missed an all-important issue of C+VG?

Well, tret no more, because here's your opportunity to fill the missing gaps in your collection and catch up on all-information that you'd otherwise miss out on.

Simply check out the issue, fill in the box below, ticking which issue(s) you want and send a check or postal order made payable to C+VG for the correct amount of cash.

DEC 88

FREE Spectrum and C64 N-Type Demo Cassettes, Last Ninja 8 map part one, Mean Machines: Mario Bros 1 (Nintendo), Thundercats (Sega), Punch Out! Tips, Arcade Action Chase HQ, Superman, Ninja Spirit and Ninja Kazan.



JUNE 88

FREE Bumperstick 8 poster, Fantastic Karnov maps and tips. Arcade Action: Continental Circus, Dead Angle, Super Ranger, Mean Machines: Alex Kidd, Space Harrier 3D, Super Wonderboy (all Sega).

JULY 88

Dungeon Master maps and tips. Arcade Action: Chopper 1, F1 Dream, Dragon Ninja, Mean Machines: Pre Am, Red River, Madrid (Nintendo 64).

AUG 88

MAPPED! Netherevor, Obliterator, Thundercats, Pack of the Thorne Werks humans. Arcade Action reviews: Forgotten Worlds and Cyber Tanks. Mean Machines: Chen and Chen (PC Engine), Rescue Mission and Aleste: Power Strike on Sega.

SEPT 88

Starglider II reviewed! Space Harrier and Gauin mapped. IMAX megascreen cinema issue! Arcade Action: Necrom Breakers, New Zealand Story, Mean Machines: Legend of Zeldas, Punch Out and Pro Wrestling (all Nintendo 64).

OCT 88

Enormous Gurd'a Tale I, II and III hints and tips. Leads of mini tips. Arcade Action: Legend of Matsya, Dynamite Duke, Castle, Mean Machines: Aztec Adventure, Shovel, Penguin Land (all Sega). PC Engine updates.



JAN 89

Arcade Action: Last Racette, 3D Enforce, Ghouls 'n' Ghosts, Mr Do, Kuri Kieran, Mean Machines: Mega Matroid maps 'n' tips, Castlemania, Top Gun (both Nintendo) Shanghai, Great Escapist (both Sega). Amazing report from Japan.

FEB 89

FREE complete game cassettes for the Spectrum and C64! Amazing N-Type maps and tips for the complete game: Arcades: Double Dragon II, Hot Chase, Fighting Hawk, Wheel Runner, Shadow Warriors, Wonderboy III, Mean Machines: Great Gaff, Great Featball, Rad Nicer review and mega tips + special censored news feature.

# ISSUES

## MEGA BONUS OFFER

And how's this for a mega bonus offer? Anyons buying back issues will be automatically entered for our super bonus draw, with two fab consolos of your choice of four as the top prizes (either a Magadrive, PC Engine, Lynx or Gameboy). All you've got to do is answer the ludicrously simply question on the order form, and the first ones pulled out on Sept 1st will win its sender the machine of his or her choice. Brill, eh?

### MAR 89

Arcade Action: Hard Drivin', Ikari Warriors II, Metal Hawk, Winning Run, Tetris, Marc, Apache 3, Operation Thunderbolt, Mean Machines, Big Kooka feature, Rampage, Return Sega, Bomber Raid, Y.S., Phantasy Star, R-Type (all Sega) Plus loads of tips

### APR 89

Mega Man, Machines special: Sega Cyber Robot, Nintendo, Mach Rider, Baseball and Great, PC Engine CD-ROM report, Space games! Arcade Action: Missing in Action, Image Fight, Asuka 'n' Asuka, Strider, Final Blow



### MAY 89

FREE 89' poster, Vigilante player's guide, Arcade Action: Master, Fighting Fantasy, Raiden II, Counter Force, Dawn Town, Mad Gear, Mean Machines, Historic first Megadrive machine review, Altered Beast, Time Soldiers, Vigilante, California Games (Sega), Moto Racer (PC Engine)

### JUNE 89

BRILLIANT FREE computer-generated car Shik-worm poster! Zak McKracken and Sega Galaxy-kids mapped! Arcade Action: Crackdown, Bayou, Crime Fighters, Prehistoric Isle, Mean Machines! PC Engine Dungeon Explorer, P-47 and Sen-Sen II and Sega Galaxy Force II

### JULY 89

Incredible FREE computer-generated bike poster! First ever Game Boy machine review, Hard Drivin' mega tips, Shik-worm maps and tips, Arcade Action: Dynasty Wars, Gelfan Axe, Mechanized Attack, Night Striker, Legend of Hera, Temma Mean Machines! Super Mario II (Ninten-

### NOV 89

Mighty Lips section: Nintendo Castlevania served, arcade Super Monaco GP screen by screen guide, Arcade Action: Four Trax, Street Smart, Cyber Police, Omega Fighter, US coop show report, Sega Wanted and Casino Games, PC Engine Rock On, Game Boy Tetris, Marketing & Sega Ran reviewed, PC Engine & Megadrive peripheral news!

### DEC 89

FREE Hard Drivin' budget PC Engine Super Gex revealed! Batman mapped and Xeon II tips! Mean Machines, Sega Tennis Ace and Cloud Master, PC Engine Bloody Wolf



### FEB 90

Arcade Action: R-Type II, DJ Boy and The Heat Space, Unbelievable Mean Machines, Super Shinobi, Forgotten Worlds, Kujaku II (Megadrive), Mr Hell (PC Engine), Track and Field II, Life Force, Wizards and Warriors, Colors Triangle and Mega Man (all Nintendo),

### MAR 90

Free Black Tiger poster, Fabulous Space Ace screen-by-screene player's guide, Myth mega for levels 1 and 2, Super Constellations CES show report, Arcade Action: Aliens, Badlands, Acylnax, Klaa, Mean Machines, Golden Axe, Super Hang-On, Taisugun (both Megadrive), Double Dribble, Reke Warrier (both Nintendo), Shinobi, PC Kid (both PC Engine), Scramble Spirits (Sega).

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ive... all sprites  
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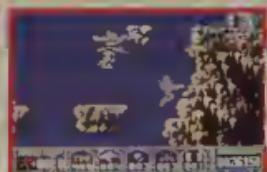
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# THE GALLUP ALL FORMATS TOP 20

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	1	Italy 1990	US Gold	●	●	●	●	●
2	-	Kick Off 2	Anco	-	●	-	●	●
3	3	Pro Boxing	Code Masters	●	●	●	-	-
4	-	Football Mngr W Cup	Addictive	●	●	●	●	●
5	4	Paperboy	Encore	●	●	●	●	●
6	9	World Cup Soccer	Virgin	●	●	●	●	●
7	7	Manchester Utd	Krysalis	●	●	●	●	●
8	2	Fantasy Dizzy	Code Masters	●	●	●	-	-
9	8	Indy Temple o' Doom	Kixx	●	●	●	-	-
10	-	World Cup Chall	Players	●	-	●	-	-
11	-	Jack The Nipper 2	Kixx	●	●	●	-	-
12	10	Rock Star	Code Masters	●	●	●	●	●
13	-	Big Trub/Little China	Alternative	●	●	●	-	-
14	-	Turrican	Rainbow Arts	●	●	●	-	●
15	-	Last Ninja	Alternative	-	●	-	-	-
16	13	Dragon's Lair	Encore	●	●	●	-	-
17	6	Road Blasters	Kixx	●	●	●	-	-
18	5	Yogi's Grt Escape	Hitec	●	●	●	-	-
19	-	Vindicator	Hit Squad	●	●	●	-	-
20	16	Football Champions	Cult	●	●	●	-	-



**K**ick Off 2 rockets to the top of the chart, though, surprisingly, US Gold's footballing effort still pips it to the number one position. I wouldn't

expect Italy 1990 to survive another month at that position, especially not now the World Cup is just a distant memory.

THE C+VG CHARTS 49

## AMIGA TOP 20

1	-	Kick Off 2	Anco	95%
2	1	Italy 1990	US Gold	77%
3	-	Turrican	Rainbow A	94%
4	-	Damocles	Novagen	95%
5	4	Italia 1980	Code Mstrs	28%
6	3	Midwinter	Rainbird	96%
7	-	AMOS	Mandarin	82%
8	-	Ninja Turtles	Ultragames	82%
9	-	Rorke's Drift	Impressions	70%
10	-	Battle of Britain	US Gold	80%
11	-	Emlyn Hughes	Audiogenic	65%
12	20	688 Attack Sub	EA	83%
13	16	T I Dizzy	Code Mstrs	80%
14	1	F29 Retaliator	Ocean	96%
15	10	World Cup 80	Virgin	82%
16	-	World Cup Compil	Empire	89%
17	-	Last Ninja 2	Activision	83%
18	-	Might & Magic 2	US Gold	75%
19	9	Football Manager 2	Addictive	59%
20	11	Player Manager	Anco	85%



Blimay heck! Kick Off 2 takes the top spot of course, but what is really astounding is number 8 already - and it's only available on import from the USA!! They're going to have to invent new chart positions when Microsoft releases their UK Turtles game later in the year!

### PG'S TIP FOR THE TOP

Next month's number one will either be Kick Off 2 again, or if the clairvoyant properties of my corns are anything to go by, the Turtles game.



Alternative bring Last Ninja out of retirement to boot Fantasy World Dizzy down to eleventh place. It's a tasting Last Ninja could be the next chart-topping budget favourite, like Paperboy was a couple of months ago.

### PG'S TIP FOR THE TOP

International 3D Tennis is still to make an appearance, but it wasn't in the shops for this chart so, arr, that might explain it. Mabbe next month, eh?

## C64 TOP 20

1	1	Italy 1990	US Gold	70%
2	-	Last Ninja	Alternative	87%
3	3	Pro Boxing	Code Mstrs	77%
4	4	Paperboy	Encore	68%
5	-	Manchester Utd	Krysalis	77%
6	10	World Cup 90	Virgin	76%
7	-	Quattro Sports	Code Mstrs	73%
8	7	Dragon's Lair	Encore	53%
9	-	Football Manager	Addictive	66%
10	5	Yogi's Grr Escape	Hitec	84%
11	2	Fantasy Dizzy	Code Mstrs	81%
12	-	Kick Off 2	Anco	80%
13	11	Indy Temple Doom	Kixx	50%
14	-	Turrican	Rainbow A	93%
15	6	Road Blasters	Kixx	59%
16	-	Singe's Castle	Encore	79%
17	17	Jack The Nipper 2	Kixx	75%
18	-	Big Trub Li'l China	Alternative	50%
19	-	Adidas Football	Ocean	50%
20	-	Vindictor	Hit Squad	70%



## ATARI ST TOP 20

1	-	Kick Off 2	Anco	95%
2	-	F29 Rataliator	Ocean	60%
3	2	Italy 1990	US Gold	79%
4	1	Rainbow Islands	Ocean	88%
5	3	Italia 1990	Coda Mstrs	28%
6	-	Sim City	Infogrammes	88%
7	-	Emlyn Hughes	Audiogamic	65%
8	-	Rorre's Drift	Impressions	75%
9	-	Damocles	Novagan	93%
10	-	Pipemania	Empire	90%
11	11	Rock Star	Code Mstrs	80%
12	-	Thunder Blade	US Gold	78%
13	12	World Cup '90	Virgin	88%
14	-	Football Mngr W C	Addictive	55%
15	19	Tennis Cup	Loricels	85%
16	-	Metrocross	US Gold	70%
17	20	Xenomorph	Pandora	92%
18	-	Ivanhoe	Ocean	75%
19	-	Dragon's Lair	Readysoft	44%
20	7	Grim Blood	Mastertron	56%

What did I say last month? Kick Off 2 straight to number one? And what's it done? And is it surprising? Of course not, so it wasn't much of a prediction. Sim City and Democles are firmly out and climbing, but I reckon KO2 will hog the top slot for a fair few months.

### PG'S TIP FOR THE TOP

Well of course, Kick Off 2 is going to be at the top again next month, but Flood deserves to be up there somewhere.

## SPECTRUM TOP 20

1	1	Italy 1990	US Gold	70%
2	-	World Cup Chall	Players	72%
3	-	Football Man W C	Addiclivia	69%
4	2	Fantasy Dizzy	Code Mstrs	80%
5	3	Pro Boxing	Coda Mstrs	79%
6	15	Indy Temple Doom	Kixx	75%
7	4	T1 Dizzy	Code Mstrs	80%
8	-	Jack Tha Nippar 2	Kixx	77%
9	8	Paperboy	Encora	89%
10	-	Football Champs	Cult	75%
11	-	Pro Tennis Sim	Code Mstrs	73%
12	9	Rock Star	Code Mstrs	79%
13	14	Vendetta	System 3	88%
14	5	Manchester Utd	Krysalis	85%
15	7	Wonderboy	Hit Squad	60%
16	10	Yogi's Grt Escapa	Hitec	80%
17	-	Thomas Tank Eng	Alternativa	78%
18	-	Big Trub Li'l China	Alternativa	50%
19	-	World Cup Soccer	Virgin	75%
20	20	Dragon's Lair	Encora	70%



The last remnants of World Cup fever are still clustered at the top of the chart, but I wouldn't have thought they'd be there for much longer. None of the full price titles look like Number One position, so I guess next month's top positions will be taken by budget gear.

### PG'S TIP FOR THE TOP

...And the budget gear I'm beckoning for number one is that nifty platform game they call Impossible Mission 2.

## AMSTRAD TOP 20

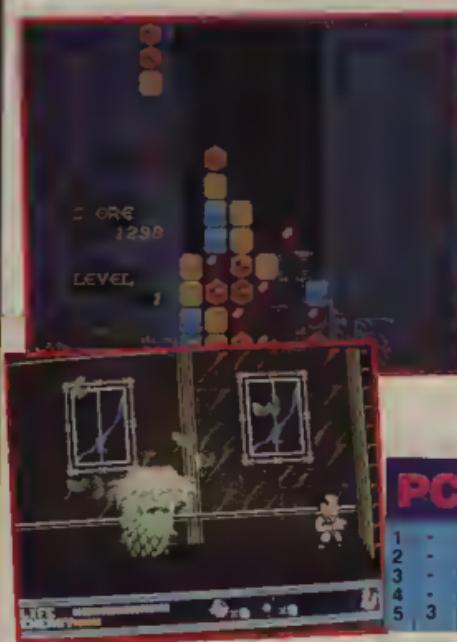
1	2	Pro Boxing	Code Mstrs	77%
2	20	Italy 1990	US Gold	79%
3	-	World Cup Chall	Players	56%
4	-	Big Trub L'l China	Alternative	59%
S	-	Football Mngr WC	Addictive	68%
6	3	Indy Temple Doom	Kixx	77%
7	-	Vindicator	Hit Squad	70%
8	4	Paperboy	Encore	85%
9	1	Fantasy Dizzy	Code Mstrs	85%
10	6	Jack the Nipper 2	Kixx	77%
11	9	World Cup 90	Virgin	77%
12	-	Chase HQ	Ocean	94%
13	7	Road Blasters	Kixx	70%
14	-	Pro Tennis Sim	Code Mstrs	70%
15	11	Football Champs	Cult	75%
16	-	Singe's Castle	Encore	78%
17	12	D T's Super Test	Hit Squad	86%
18	18	Dragon's Lair	Encore	78%
19	15	Rock Star	Code Mstrs	80%
20	-	Quattro Sports	Code Mstrs	70%



Fantasy World Dizzy takes a tumble right down to the number nine slot, knocked out of its position by Code Master's popular Pro Boxing. Italy 1990 makes a sudden leap up the chart, but may well disappear next month, along with World Cup fever.

### PG's TIP FOR THE TOP

One of Domark's coin-op conversions, either Klax or Robot Monsters (or both) should have zipped up into the heights of the chart by next month.



## PC ENGINE TOP 5

1	-	Don Doko Don	93%
2	-	Download	89%
3	-	Paranoia	80%
4	-	Samurai Warrior	73%
5	3	Atomic Robo Kid	85%

## PC ENGINE

Crazy platforms and hammer action is flavour of the month amongst PC Engine owners, and Don Doko Don is followed by the tremendous Cyberpunk bias of Download. Paranoia. This chart is compiled exclusively for C+VG by Spectresoft of Covent Garden (071 2401765).

## MEGADRIVE

No surprises at the top of this chart, but expect Cyberball and E-Swat to be up there next month. How has the very average Whip Rush managed to hang in there? Another chart brought to you in association with Spectresoft of Covent Garden.

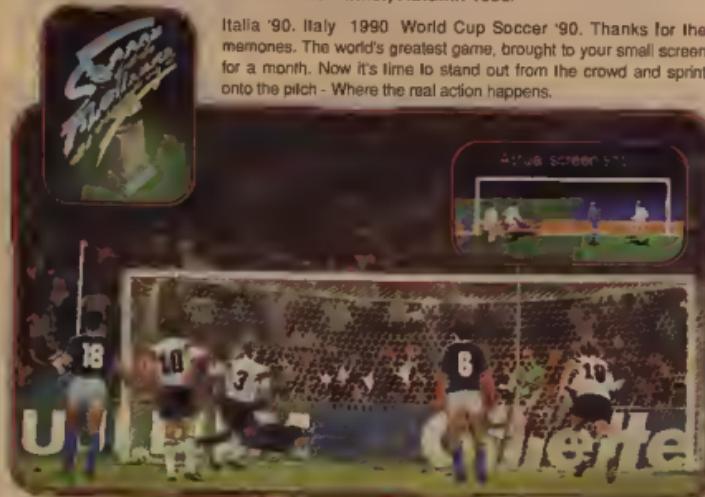
## MEGADRIVE TOP 5

1	1	Ghostbusters	82%
2	1	Thunderforce III	94%
3	-	Columns	94%
4	2	Whip Rush	69%
S	-	Dai Sempu	73%



# THE COMPETITION'S OVER AND HERE'S THE WINNER

Andreas Brehme scores the winner, World Cup Final, July 1990. MicroStyle  
Introduce the winner, Autumn 1990.



Tackle hard for the ball, deep in your own half, and send an inch-perfect pass wide to the winger. As he takes on the full-back, you're sprinting down the middle, screaming for the return.

The ball swings across, high above the defence, as you stretch your legs to their limit. One bounce and you let fly with your boot as the goal looms before you, sending the ball fizzing towards the top corner.

International Soccer Challenge is viewed from the players' perspective at pitch level, giving you fast-flowing three-dimensional action that you control as you wish.

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## POWER DRIFT ACTIVISION

**H**aving been around for quite some time now, Sega's mega coin op burns its way onto the PC and the big question is: has it been worth the wait? Well, yes and no. Yes, if you have an 8MHz+ machine with EGA graphics and a sound board because then Power Drift is fast, looks good and sounds great (loads of digitised

speech already); if you don't have that kind of setup you're in for a bit of a disappointment because on lesser machines it's slow and jerky and the sound is an annoying cacophony of blips and buzzes. The game itself is fairly playable, though it's a little easy. Your buggy is easy enough to control but flickers like crazy when you fall over the edge of the track, and all of the other cars look remarkably similar.

**PC**  
£29.99

*A decent conversion but you need a mega expensive, top-of-the-range machine to really appreciate it, and the price is a major put-off*

**OVERALL 80%**

## KICK OFF 2 ANCO

**A**lright, so England didn't win the World Cup but that didn't stop the C+VG First XI going absolutely bananas over KO2 on the Amiga. Now the greatest football game ever has surfaced on the ST and pretty dashed good it is too. While it's not as graphically polished as the Amiga (no advertising boards

around the pitches, which all look the same: dark and light green stripes), the ST version plays faster. Apart from that though, all the features of the Amiga version are there (the kit design is more comprehensive on the ST, I must say). Kick Off 2 is the best football game ever to grace the ST, and if you don't believe me, I'll burst into tears (don't cry for me, Maradona). Roll on 1994.

**ST**  
£19.99

*What more can one say? If there's a football game better than this, we want to know about it.*

**OVERALL 95%**

## BLOODWYCH MIRRORSOFT

Time for another crystal hunt in Treashadwy Tower this time in the C64 version of Bloodwych. Guide your loup-creature party through many perilous levels, dealing death to hideous monsters, hunting for keys, spells, potions and weapons, then get the hell out before your tea gets cold. Slight graphical differences aside, this version is practically identical to all the other versions of this game. The command icon system is just as flexible, the two player mode works very well and the

gameplay is engrossing and fun. The only quibble is with the joystick control which gets a bit tiresome when you have itchy icons to place your cursor on.

**C64  
£9.99**

*An atmospheric role-player with hours of exploring to get on with.*

**OVERALL 88%**



## THE LOST PATROL OCEAN

Ocean's first attempt at the Cinemaware style RPG with arcade action really has been lost - for about six months in fact. It puts you in command of a platoon of soldiers lost behind Viet Cong lines after a helicopter crash. As top man, it's up to you to get the boys across extremely hazardous country and back to HQ safe and sound while keeping their morale high. Enemy attacks are dealt with in nicely staged Op Wolf-esque subgames, and when you run across a village you can either tauntize the inhabitants with automatic weapons or ask them nicely for information. Apart from these few high points there isn't a whole lot of excitement or tension to be had from this game though. There are some beautiful scenery graphics,

but by their third appearance you're counting the seconds until you get back to the game, but even that, for the most part, consists of watching a red marker track across a map. As with F-29 Relativity, Losi's Pindo's documentation (the piece of paper plus errata sheet) is unimpressive, and if Ocean want to compete with the likes of Cinemaware they really need to put a more substantial manual in the package.

**AMIGA  
£29.99**

*Great to look at, but lacks the excitement and atmosphere to make it a completely gripping game.*

**OVERALL 73%**

## SKI OR DIE ELECTRONIC ARTS

Get your skis on, get down to the sassiest set of snow sports in history previously seen on PC only. Snowball Blast is a sort of Operation Wolf, but you get to splash a field full of kids (and the occasional penguin) with snowballs. 'Acro Aerial' is a crazy ski-jump stunt affair with eleven crazy twists and flips to try. Innerlube Thrash is a sort of cut-down Toobin' in which you and a mate have to try to be the first to reach the other end of an ice chasm while trying to puncture your opponents' boob. Skiving down (and off) cliffs is the idea of Downhill Blitz, but any stumps you can manage bestow bonus points. Top fun,

though, is the Snowboard Half-Pipe, in which you snowboard down a trench, swinging from wall to wall, and performing unbelievable gyrations under the critical gaze of Rodney.

**C64 DISK  
£14.99**

*Graphics aren't as good as you would have expected from a C64, and the music borders on 'Dismal' (surely NOT Rob Hubbard!), but the gameplay is OK fun on the whole so Ski or Die is worth checking out.*

**OVERALL 79%**





## ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS DOMARK

Take Jake and Duke on a raid into alien robot lairs, freeing human hostages while hunting for captive scientist, Sarah Bellum. One or two players can take part in this Amstrad conversion of the Tengen coin-op, which features most of the game play of the arcade original apart from the Cyber Sled section which, due to memory restrictions, is out. The playing area is quite small,

and the screen flicks instead of scrolling, but the graphics are very colourful and a lot of the touches like the hanging-on-by-your-fingernails bit, have been programmed in. The rotate-and-walk forward controls are some getting used to, but at least it saves you from scrabbling around the keyboard because the small bombs detonate when you pull down on the stick. Very playable and a game

that Amstrad arcade players should enjoy.

**AMSTRAD  
£24.99**

*A conversion that Domark and Amstrad owners can be proud of.*

**OVERALL 80%**

## THUNDER-STRIKE MILLENNIUM

It's the year 2238, and time once again for the Megacorp Industries Ground Defence Games. You, as the pilot of one of five types of ship, must fly around five 3D arenas, protecting your installations, blasting enemy gunships and the ships they create. Sounds all good fun, yes? Well, PC Thunderstrike got a HIT! when it was re-viewed back in the July issue, and I'm pleased to say



**ST  
£24.99**

*Apart from the obvious colour and sound differences, ST Thunderstrike is the same as on the Amiga. Rip-roaring stuff.*

**OVERALL 91%**

that the ST and Amiga versions are just as good, if not that smudged better. The feeling of real flight on both machines is exhilarating, although a little disconcerting (the chase camera is that bit slower than your ship and takes a second or two to catch up). The 3D actually works better on the ST, and runs much faster than its Amiga counterpart. Graphics are fast, fluid and colorful, but

sound is rather poor and sounds not unlike the PC, with white noise engines and blip-blip lasers. The playability, though, is what makes or breaks the game, and this has it in abundance. Once the rather difficult controls are overcome, it's blasting a-go-go, and you'll really be in the thick of it. A brilliant shoot 'em up, and a game that you'll come back to again and again.

**AMIGA  
£24.99**

*Ruddy good 3D flying blasting action all round, with a pretty inventive incentive (trying to keep the viewers happy)!*

**OVERALL 91%**



## SHADOW WARRIORS OCEAN

An Oriental demon has possessed the strength of the greatest Shadow Warrior, and has summoned forth an army of crazed psychos who are running riot around New York. You as the last in a long line of legendary com batants, have got to stop them. Not much of a plot, we agree, but it's a good excuse to bash the heck out of loads of bad guys and Shadow Warriors on the Amstrad gives you plenty of chances for that. The graphics are nice and bright, a bit blocky but really colourful, but the sound starts to grate after a while. Control is a bit difficult at first, but once you get used

to it you can really start laying into some bloke who's well deserving of a smack in the chops. The scrolling is a bit on the slow side, but you'll be so engrossed in trying to stay alive you don't really notice. Overall, a veritable bundle of lighthearted fun all round and well worth a look.

**AMSTRAD**  
**£9.99**

*One of the best beat 'em ups to appear on the Amstrad in years, merred only by a niggling multi-load. Recommended.*

**OVERALL 86%**



## STUNT CAR RACER

**MICROSTYLED**

This has been kicking around for a while now on the other machines, and pretty dashed amazing. I was too (the C64 version was just as nippy as the 16 bit versions). Now the Amstrad version is here, and it joins its cousins in the ranks of being lippin' brilliant. The graphics are mainly wire frame 3D, but the sheer speed and feeling of whizzing around a track is astounding. Sound is adequate with the engine buzz and sounds of the frame cracking when you hit the deck (an occurrence which happens all too often when travelling at full whack). Stunt Car Racer deserves to be at the top of your shopping list - just for sheer fun value alone, but also because it's still the best

racing game going. Take it out for a spin pronto.

**AMSTRAD**  
**£9.99**

*Fast, frantic, and most importantly, fun. An absolute corker.*

**OVERALL 93%**



## LAST NINJA 2 SYSTEM 3

The phrase "long awaited" is applied to many a game but never so much as to this one. Last Ninja 2 has been put back and delayed more times than anyone cares to mention. The question is was the end result worth the wait? Well quite frankly no. Both ST and PC versions of LN2 aren't much of an improvement over the excellent but ageing C64 original, which is surprising considering the potential. Graphics are bright, colourful, but somewhat grainy and poorly animated, and the screen update is slow and jerky. Sound on the ST is adequate, consisting of sampled thuds and screams and a rather annoying tune which bubbles on during play and the PC is limited to its usual beeps. Movement of Amakuni (The Last Ninja himself) is difficult, but then again there are a lot of controls to fiddle in. Getting into the game without a decent map is hard to say the least (the one supplied ain't much cop), and it's absolutely soul-destroying to get so far into the game only to

be killed off. LN2 isn't really bad, it's just that after all this time you'd expect a heck of a lot better than this. If you desperately want Last Ninja 2, take a long hard look before you part with that chunky folding paper.

**PC**  
**£24.99**

*Back with a vengeance? Back with a dull thud, more like. Similar to the ST in most respects, so the same complaints apply.*

**OVERALL 76%**

**ST**  
**£24.99**

*Beet described as over-hyped, overdue, and overpriced. Not really worth selling your nunchaku for, considering what could have been done.*

**OVERALL 77%**





# IMPOSSIBLE MISSION II

KIXX

Nothing to do with Peter Graves and that old Sixties telly series, but the exploits of Agent 4125 in his efforts to defeat the evil Elvin Atombender, who has set himself up in a multi-tiered stronghold. 4125 has to leap around platforms, avoid marauding robots and search for numbers that make a code. Once the correct numbers are obtained, 4125 is allowed access to the next lower. Along the way, he has to burst into safes to record a short piece of music. Once all the music is collected and re-

# BUD



**SPECTRUM**  
£2.99

*James Bond, eat your heart out! Impossible Mission II is the best thing since the Lotus Esprit.*

**OVERALL 90%**

## SUPER STOCK CAR

### MASTERTRONIC PLUS

Yester year, the racing game of choice had to be Formula 1. Now, though, it's Super Stock Car. As a title, it's not as good as Formula 1, but it's a lot more fun. The graphics are good, the sound is decent, and the racing is fast and exciting. The only downside is that the game is a bit slow at times, but overall, it's a great racing game.



**SPECTRUM**  
£2.99

*Not bad, but not the best thing since sliced wombat, either. Take a look but don't expect the world.*

**OVERALL 69%**



**MATCH DAY II**  
**HIT SQUAD**

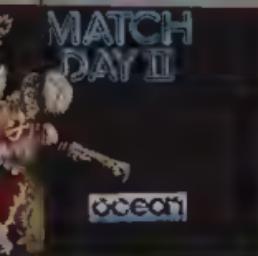
is really good, and with the objective of playing against the clock, the action really holds up when time is running short. Impossible Mission was a classic in its own right and the sequel as a budget title deserves to do equally well. Grab it at the first opportunity.

**A**ughhhh! Not another football game I can take it any more! Anyway, Match Day II appeared a few years ago to rapturous reviews and accolades galore. Now it's back on budget but has it really stood the test of time? Well, for the price, yes. Presentation graphics and sound are fairly good, but the playability still stands up loud and proud.

MD II has got a heck of a lot of functions, such as jumping, heading, volleying and barging (loads of fun as you shoulder charge a player off the ball). Power is measured using the kickometer, which ranges from a sneaky back heel to a full-blooded stinger. What with variable tactics and a two-player option as well, Match Day II for only £2.99 is a must buy, but if anyone else sings, World in Motion, they'll be kicked into the back of the net!



# DIGIT



## MATCH DAY II

**ocean****C64  
£2.99**

Graphics are a tad blocky, but that doesn't stop this being one flipin' dinkum footy game.

**OVERALL 88%**

## HONG KONG PHOOEY

**HI-TEC**

The lid is covered in a jelly-like white stuff that's an absolute pain to clean off. The game itself is a bit of a let-down, though. It's a bit like a game that's been pulled from a shelf and is now a bit of a dud. The graphics are a bit blocky, and the sound is a bit... well, it's a bit... I mean, it's not bad, but it's not great either. The controls are a bit... well, they're a bit... I mean, they work, but they're not great either.

**SPECTRUM  
£2.99**

The monochromatic graphics are a bit slow, but the play is the important thing, Brian, and this has it all.

**OVERALL 87%****AMSTRAD  
£2.99**

Colourful graphics and red-hot gameplay make this the one to get hold of blinkin' quick.

**OVERALL 88%**

## NEMESIS HIT SQUAD

The computer conversion of Konami's now-aging con-guzzler Nemesis received widespread acclaim when it was released several years ago, and it's getting a new lease of life with this budget re-release.

The aim of the game is pure and simple - fly from left to right and blast seven shades of shiny out-of-anything that moves, collect

**AMSTRAD  
£2.99**

Colourful graphics but poor sound abound, but this doesn't stop Amstrad Nemesis being really addictive.

**OVERALL 88%****SPECTRUM  
£2.99**

A bit of colour clash here and there, but rootin'-tootin' kill-blast action all round. Well worth the wonga.

**OVERALL 87%****C64  
£2.99**

Graphics are a bit blocky and pale, but it still plays like a demon. A flippin' good shoot-up, and the best version there is.

**OVERALL 89%**

# REVIEW ▶ AMIGA ST



▲ Present day terrorists beat up the poor prof



▲ The Prof was walking on thin ice, there.



▼ Zapping the volcanoes won't block them in!

▼ Ooff! Get off you nasty medieval person



# REVIEW



When Professor Pott's time machine is bombed by terrorists, the resulting warp hole created by the blast sends him back 10,000,000 years into the past. Using four time pods that he happened to be carrying at the time of the explosion, he must return to the future and stop the bomb from exploding.



Sounds straightforward enough, but it's not. The warp hole has upset five vital periods of time, and these must be fixed by the Prof before he can return to his own time.

Each era is made up of five flick screens, and the Prof must complete certain tasks in the each zone by picking up and dropping items in the correct places, so that he is able to move forward in time. For example picking up boulders and putting them over three volcanoes in the Prehistoric time has the effect of cooling the earth and creating the Ice Age. But keeping the future intact means constantly returning to the past to keep



▲ Carry the mammals to safety

## C+VG HIT!

natural forces from undoing your work.

Throughout history there are dangers to avoid, such as Yetis, marauding medieval soldiers, swamps and deep ravines which drain Prof's energy, ultimately leading to the loss of one of his three lives.

It's a tough job, but as we already know, getting back to the future is no easy task.



▲ The teleport pods let you go back to the future

### AMIGA £24.99

Vivid images, first game, Hammerfest, wee great, and I'm glad to say that their second is equally good. It's an odd sort of arcade adventure which involves getting your brain around some intriguing puzzles as you struggle to create five time zones. Some of the problems seem quite obscure at first, but once you get your mind attuned to the programmer's dawdling way of thinking, you find yourself making headway. The graphics are very good indeed, with a great introduction sequence, some very colourful backdrops and nicely detailed sprites. Sound is also good, with decent tunes and effects adding to the game's appeal. If you're after a challenging and highly addictive arcade adventure, warp down to your local software shop and check out Time Machine.

JULIAN RIGNALL

### ST £24.99

Looks and plays almost identically to the Amiga, and is therefore very highly recommended.

**OVERALL 91%**

GRAPHICS 87%

SOUND 89%

VALUE 88%

PLAYABILITY 92%

**OVERALL 91%**

# COMP TIME! TIME COMP!

£500 WORTH OF HOLIDAY VOUCHERS TO BE GRABBED UP FOR GRABS

What's the best way? Well, there's your chance to win £500 courtesy of the lovely Autovision. All you have to do is answer all the questions they're sure to need with your lightning fast reflexes. And if you're giving away £500 worth of holiday vouchers to the lucky competition winners, why not give it a go?

So, what do you want to win? What's the best way? Well, there's your chance to win £500 courtesy of the lovely Autovision. All you have to do is answer all the questions they're sure to need with your lightning fast reflexes. And if you're giving away £500 worth of holiday vouchers to the lucky competition winners, why not give it a go?

More questions will be added every week for the next 2 weeks, so keep up to date with the game for your chance to win.

Now, here's got you all jibber-jabbering? Here's how to enter. On the 1st of every month there'll be 15 questions on the subject of the month. All you have to do is write down and answer the following questions in 20 words or less.

31

What's the best way to win why?

ribes all this up the back of a postbox or send it to us on disc. Don't forget to include a stamped addressed envelope and a self addressed envelope.

1. Who wrote the original 'This Time, May I See?'?

2. Who played the part of Dr. Jekyll in the 'Black' in the turn of the 19th century?

3. Who was the first person to

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Islands of Power 114	18							

# A B C A C T



## ALIEN STORM

If you fancy a bill of alien bashing in a game of much death and destruction, Sega's latest three-player coin-guzzler should tilt the bill perfectly.

The world has been invaded by an army of vile and disgusting aliens (and I mean REALLY disgusting) and the only people that can stop them are three part-time hot dog vendors, Gordon, Kerla and Scooter, who just happen to have a

variety of powerful alien-blasting weapons in the back of their hot dog van.

The first stage is a horizontally scrolling affair set in an urban environment. Aliens pop up from all angles and must be disposed of either by blasting them with your bazooka or (if you're close enough) giving them a darn good punching and kicking. Some of the aliens are disguised as things like tele-



# SCAPE

phone boxes, trash cans and mail boxes and suddenly metamorphose and leap out at you as you approach!

At the end of the level you enter a shop and take part in an Operation Wolf style shoot-out where aliens leap at you from behind shelves of food and you have to blast them down. Dispatch of the big alien boss and you complete the level and move onto another scene, with the ultimate aim of entering the alien's space ship on level five and destroying the controlling mother brain to save the World!

Alien Storm is a thoroughly enjoyable mixture of shooting and bashing, and features some of the most bizarre aliens seen since Alien Syndrome - shoot 'em and watch 'em splatter! Play it if you're a gore fan!

JULIAN RIGNALL

GRAPHICS	93%
SOUND	90%
VALUE	86%
PLAYABILITY	89%
<b>OVERALL</b>	<b>88%</b>

240PSPN



# ARCADE ACTION



## MOONWALKER

**N**ot a game about Andrea baring her bum - this coin-op is based on the Moonwalker film, which stars super "Bad" pop parson and part time pyrotechnic stuntman Michael Jackson.

The film was, to put it mildly, a load of old bor-rocks, but the game is surprisingly good, giving you control of "Whacko" Jackson as he goes on a

mission to rescue his gang of twelve year old chums from the clutches of an evil underworld network, who've kidnapped them for use in washing powder experiments.

The action is displayed in forced perspective, rather like *Escape from the Planet of the Robot Monsters*, and Michael struts around the screen dishing out laser death to any bed-



die who gets in his way. Assaw!

The graphics are excellent, and the sound (if you like Michael Jackson music) is superb, featuring sampled tunes from the *Thriller* and *Bad* albums. Even if you don't like Michael Jackson, give this game a go - it's a highly enjoyable coin-op which you might well find yourself becoming addicted to.

**JULIAN RIGNALL**

**GRAPHICS 93%**

**SOUND 96%**

**VALUE 87%**

**PLAYABILITY 92%**

**OVERALL 90%**

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- Close down the chemical research, space rocket development, computer science and biological observation which will lead you to the end level, the mystery Laboratory.
- Use the tool vending machine to buy more powerful weapons with the coins you collect.
- Avoid walking floppy disks, caterpillar micro chips, spinning laboratory flasks, molecular sculptures, walking joysticks - too many to list.
- By Shaun Hollingsworth creator of many hit titles including "Facmania".

Krisalis Software, Teque House, Masons Yard, Downs Row, Moorgate, Rotherham S60 2HD.

# ARCADE



## BONANZA BROTHERS

**T**he bulk of coin-ops these days are rehashes of old ideas and concepts, so it's refreshing to see one that uses an original idea for once - like this one.

*Bonanza Brothers* is a graphically stunning split screen one or two player game in which you play the bad guys (hoorsy) on their way to appropriate as much cash as possible from a series of buildings like banks and casinos.

Security guards infest each place, and you must keep out of their way by hiding from them, rather than blowing them to pieces. This makes for an intriguing and rather nerve-wrecking game of hide and seek.

I really enjoyed playing this - it's a very different sort of game that taxes your brains rather than your reflexes. However, those obsessed with fast-paced action might find this too pedestrian to really get into. Still, try it out - you're only gambling 20p...

**JULIAN RIGNALL**

<b>GRAPHICS</b>	92%
<b>SOUND</b>	90%
<b>VALUE</b>	81%
<b>PLAYABILITY</b>	85%
<b>OVERALL</b>	83%

# ARCADE ACTION



## META FOX



Much aerial death dealin' is featured in Seta's one or two-player vertically scrolling shoot 'em up as you take to the skies in a plane and fly a solo mission deep into enemy territory.

Just to make you feel at home, there's a host of power-up weapons to grab and increase your destructive powers, and, of course, there's a big baddie to destroy at the end of every level (whara would we be without 'em, ah?).

As I've said about a million times before, vertically scrolling shoot 'em up coin-ops are all becoming very boring and predictable in-

dead. There's been nothing new or innovative in this genre for years - and this is no exception, making about as much impact as a fart in a windstorm. Fly up the screen, beat the baddies, pick up the power ups and blow up the guardian, then move onto the next level where you do more of the same. Yawn! Seen it all before - and a lot better than this.

JULIAN RIGNALL

GRAPHICS	84%
SOUND	82%
VALUE	70%
PLAYABILITY	78%

**OVERALL 74%**

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# MEAN MACHINES



▲ BOOM! That's the level one bad guy dealt with.



## BY SEGA

Criminals are running amok in Cyber City and the citizens are no longer safe. Somebody needs to bring law and order to the place - and that somebody is ESWAT, a mega-tough division of the Cyber Police who use robotic exo-skeleton suits to help them keep the peace.

Before you can actually join the ranks of ESWAT, you've first got to earn your stripes (and your super ESWAT armour) by completing two missions, which are set over multidirectionally scrolling cityscapes.

Dressed only in regulation police uniform and a bullet-proof vest and packing a pis-

# ESWAT



▲ These guys won't be jumping much longer.



▼ A cross-section of your armour.



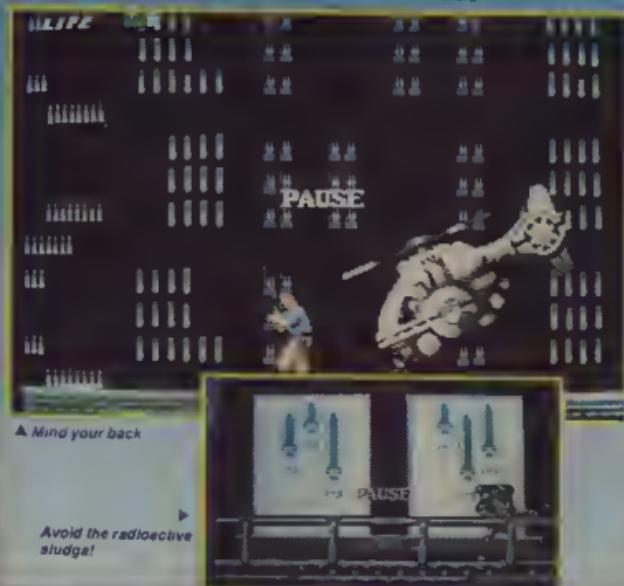
#### ▲ FWOOSH!

lol you must leap, run and jump your way around the landscape and dish out lead death to the many gun-toting criminals who try and stop you. A bar tells you how much energy you have - sustain more than four hits and you're a goner.

At the end of each level there's a guardian who must be destroyed. Get rid of the second one and you're given full ESWAT armour, which is capable of sustaining more hits and can also utilise the power-up weaponry that lies scattered across the land-

scape. The following six levels are basically similar to the previous two, only the criminals are much tougher and use a manner of weapons and robots to try and get you.

Remember, be careful out there.



#### ▲ Mind your back

Avoid the radioactive sludge!

# CANG HIT!

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Basically, ESWAT is Super Shinobi with all sorts of mega guns and hulking great suits of cyber-armour. But even though it's not very original, it's one hell of a game. The sprites and backdrops are excellent, with brilliant parallax scrolling scenery, and all manner of beautifully animated bedfries to blow into oblivion. The music is also great, with a variety of racing rock tunes and some meaty effects enhancing the atmosphere no end. The difficulty level is nicely balanced to draw you into the game, and it doesn't take long to get to level four, but from there on things get pretty tough, and it takes quite some practice to crack the remaining four levels. And even if you get through the game, there are a further three difficulty levels to challenge you, adding extra lasting appeal. If you're after a slick and highly playable arcade game, ESWAT is the one to go for.

JULIAN RIGNALL

GRAPHICS	93%
SOUND	92%
VALUE	90%
PLAYABILITY	95%

**OVERALL 93%**

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# MEAN MACHINES



## BY TAITO

The Dark One has trapped the Princess in a magic jar, and flown her off to his castle on the other side of Many Land (sounds suspiciously like Mario Land to me - Ed). You (and a friend) control Jim and Bob, two chunky hammer-wielding dwarves, who must travel through 50 wild and wacky platform filled levels set over five areas to get to her.

It ain't all that easy, however, because the Dark One's minions (you know the soft pink monster bunnies like breathing mustachos boomerang throwing pixies) have gone on the rampage. These are easily dispatched by bonking (phwoar!) them on the head with your hammer, picking 'em up and smashing them against the nearest wall. The monsters will then turn into bonus point fruit.

# DON-DOKO!





Potions and magic hammers are scattered about, which turn your mallet into a flying hammer or give it instant smash power. There

are also secret rooms which contain jars which must be smashed in the right order to get a password.

At the end of every level

lurks a giant bad guy, who'll do everything in his power to stop you. Get past him, and it's on to the next level, and that much nearer to your goal.



**C+VG  
HIT!**

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Straitjacket city! *Don Doko Don* is best described as *Bubble Bobble* with sledgehammers, and believe me, it's weird. Okay, there's nothing new or original about it, but right from the intro (with flying pig) *DDD* is playable to the max. Smashing the oh-so-cute monstrosities (or the other player!) over the head is comical enough, but picking them up and hurling them against a wall is great fun. The graphics are sweeter than a sack of sugar, and really colourful to boot. Sound effects squeak and ping, and the little ditty that plays in the background fits the bill perfectly. The end of level guardians (you can't exactly call them nasties, they're so cute) are weird in the extreme, such as multi-headed pumpkins and giant teddies! If you like platform games, get it at once. If you don't, have a look anyway - you'll soon be hooked!

**ROBERT SWAN**

<b>GRAPHICS</b>	93%
<b>SOUND</b>	94%
<b>VALUE</b>	92%
<b>PLAYABILITY</b>	96%

**OVERALL 94%**

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# MEAN MACHINES

**C+VG  
HIT!**

## UPDATE

Super Monaco GP is also scheduled to be released on the Megadrive - only that version will be a true conversion of the coin-op. We'll be reviewing it as soon as our copy arrives from Japan.

▼ The pre-race pitstop. Refill your car.

Although this latest Master System game bears the same name as Sega's splendid racing coin-op, the similarities are virtually non-existent. Instead of it being a Grand Prix simulation based around the famous Monaco street circuit, it's a one or simultaneous two-player racing game where the drivers get the chance to compete in a series of Grand Prix races.

At the start of the game there are a series of options which let you choose one or two players, and the type of game - VS Battle, a one to nine lap series of races, where two players race one another or a single player challenges the computer driver, or Grand Prix, a series of races where you challenge an opponent and a whole

BY SEGA

# SUPER

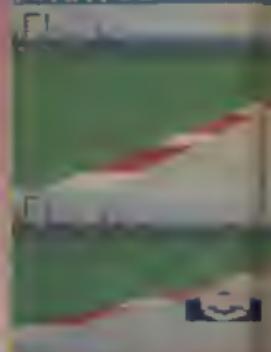
▼ Get ready for a two player rumble around San Marino.

**VS. BATTLE  
ROUND. 1  
-SAN MARINO-**



**MACHINE SET  
VS. BATTLE**

**24/7  
20%  
MOTIE**



# MONACO GP

▼ Whoops! Remember to slow down before the corners!



◀ Red surges ahead, but there's still a long way to the front of the pack!

field of computer cars.

Once you've chosen the type of game you can pick a car from a choice of four. Select automatic, 3, 5 or 7 speed gearbox, then adjust the suspension and front aero-ribs for maximum grip.

During the game a split screen display is used to show both players' cars, and there's also a radar map of the entire course showing where both players are. As you overtake the opposition, a number appears above your car to reveal your current placing.

Points are awarded at the end of the race to top-placed drivers - the aim is simply to be the highest scorer at the end of the season.

**SEGA**  
£29.99

When I discovered that this wasn't a conversion of the Super Monaco GP arcade machine I must confess to being rather disappointed. However, after playing it a couple of times I soon realised that this is a very good racing game indeed. In fact the best yet seen on the Segai. The cars are tricky to drive at first and seem to spin off at every corner, but once you find the suspension and aileron settings that suit your driving style it becomes a very skilful game of braking into a corner and powering out through the bend (making sure you don't hit any other cars in the process). The two-player mode is obviously where this game scores highest. It's very competitive, especially when you're racing against an entire field of other cars. But even on your own the game is immense fun, since the computer driver is no dummy and provides an even more formidable opponent than your average human! Super Monaco GP is an excellent racing game with tremendous lasting appeal, and is an absolute must for your game collection.

**JULIAN RIGNALL**

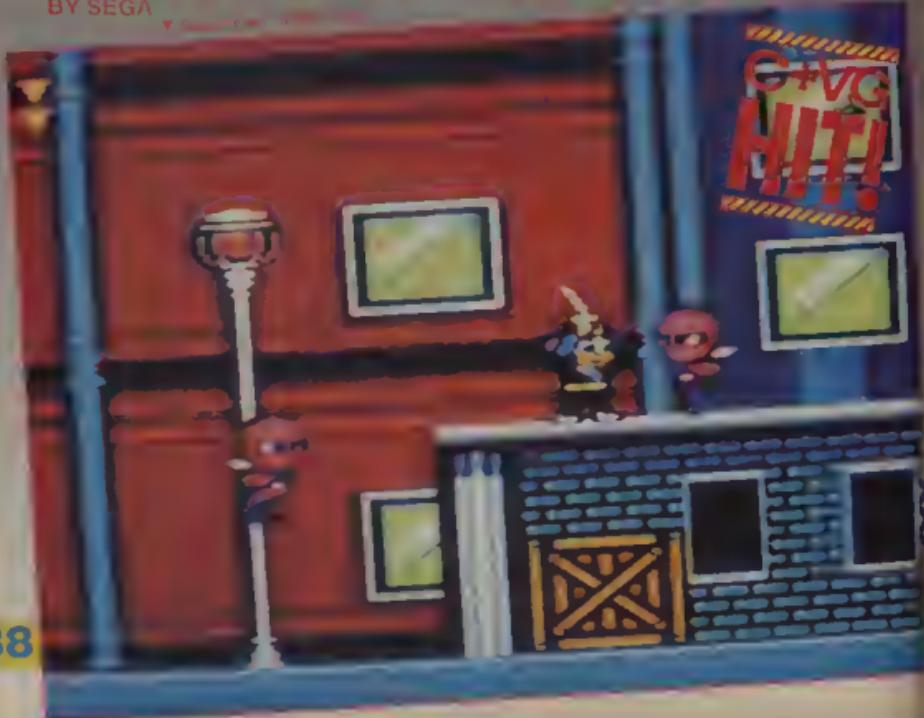
<b>GRAPHICS</b>	88%
<b>SOUND</b>	71%
<b>VALUE</b>	89%
<b>PLAYABILITY</b>	94%
<b>OVERALL</b>	92%

► SEGA

MEAN

# ALEX KIDD IN SHINOBI WORLD

BY SEGA





If you'll never jump high enough to get that chest - will you?

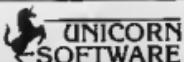


SEGA  
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This game is brilliant! A combination of Alex Kidd in Miracle World and Shinobi (both really good Sega cters) doesn't exactly bode well for a chop socky action game, but Shinobi World works really well. The game itself has almost all the features of Shinobi (the guys with the guns are the jet sword-throwers and the Spiderman-type ninjas are all in there), and all the culenees of Miracle World Graphics are bright, colourful and clear, and the sound is almost the same as the original Shinobi. I say almost, because it has that no-far-edge-to-it that you'd expect from a game of this type. Playability rates really high as well, as the game is just right at the ressively more difficult as you go along, but not so tricky as to drive you away. A great game all round. If you like Alex Kidd, you'll love this.

ROBERT SWAN

GRAPHICS	91%
SOUND	84%
VALUE	89%
PLAYABILITY	94%
<b>OVERALL</b>	<b>92%</b>



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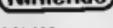
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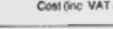
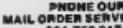
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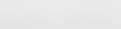
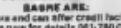
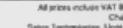
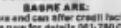
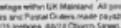
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► MEGADRIVE

# MEAN MACHINES

BY SEGA

# GHOST



I had a penny for every time a Ghostbuster's review started with 'who you gonna call?' I'd have enough to buy an extra Mars Bar at lunch time by now. Luckily, this is a quality magazine, and I wouldn't seek to insult your intelligence with such a cliched opening.

Anyway, phantoms are causing panic in the city of New York, so who you gonna call? (KER-CHNG!) Why, the Ghostbusters of course. Those three way out, wacky 'spook-cops' are here to clean up the city and make a lot of money along the way.

Controlling either Peter Venkman, Ray Stantz or

▼ Mr Mucus here is the level one's main ghost

Egon Spengler, you've got to travel from house to house, blasting ghosts and avoiding traps. The action is seen side-on, with the 'buster' of your choice jumping along platforms and avoiding holes in the floor.

Each character is equipped with a proton gun which he can shoot in all directions, making it easier to fry the ghosts that fly over head. Blowing away a ghost puts money in your account, and this can be spent on upgrading your weapon from a measly single shot pop-gun to a whopping great proton cannon. The money can also be used to buy food (to re-

# GBUSTERS



plasma (lost energy), infra-red goggles, bombs (handy for wiping out big ghosts) and protective shields.

Each house contains a certain number of 'middle ghosts', which have to be disposed of by blasting away until only a wimpy green slimer is left. This has to be caught with the proton beam, and dragged into the trap, which sucks the ghost in. Take too long, however, and the spook escapes. Once these have been dealt with, you move on to the mid-level ghoulies, which can be anything from a green spherical spectre, to Mr Stay-Puft, the Marshmallow Man.



## MEGADRIVE £35.00

If you were expecting it to be a straight conversion of the Meister System Ghostbusters, you'll be surprised to find that the Megadrive game is completely different, with much more action of the 'jump-and-blast' variety. The graphics are really good (each 'buster looks like his movie counterpart) and the in-game music is nice. If a little inappropriate. The title music is a major let-down, though, because, rather than put the 10-channel stereo to work and make a really funky version of the Ray Parker Jr soundtrack, it sounds all flinty and flat. The game itself is a bit of a killer, too. Even on the easy level, it's a blimmin' hard work just to trying to knock out the middle ghosts, so it's not the easiest game to get into! Strangely enough, however, Ghostbusters has a supernatural addictive quality about it that grabs you and keeps you stuck to your screen for quite some time. Definitely worth putting on the shopping list.

ROBERT SWAN

GRAPHICS	93%
SOUND	57%
VALUE	84%
PLAYABILITY	80%

**OVERALL 82%**

## UN SQUADRON US GOLD

The next Capcom arcade conversion to come from US Gold will be UN Squadron, a one- or two-player horizontally scrolling shoot 'em up set over ten levels.

At the start of the game each player gets to choose a plane, either an F-14 Tomcat, A-10 Thunderbolt or a Tiger Shark, and then it's off on a series of missions to win the war and restore peace to the World.

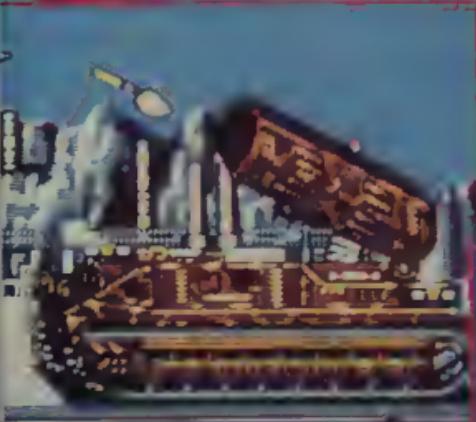
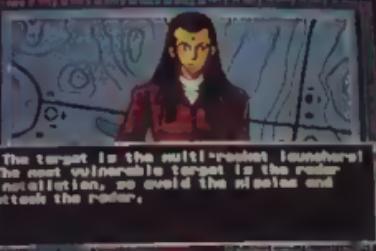
The Amiga and ST versions are looking the

best of the bunch, and have all the features of the arcade game. C64, Amstrad and Spectrum versions are coming along nicely, and all feature two-player options and similar missions to the coin-op.

We'll be bringing you a full review next month, so keep your eyes peeled.

RELEASE OCTOBER

PRICES: AMIGA £24.99, ST £19.99, B  
BITS £9.99





## OFF-ROAD RACER VIRGIN/MASTERTRONIC

The excellent three-player Super Sprint-style coin-op, *Ivan "Ironman" Stewart's Off-road Racer*, is about to hit your screens. All versions are being programmed by Grefgold (who brought you the amazing conversions of *Rainbow Islands*) and they're making each version as accurate as possible.

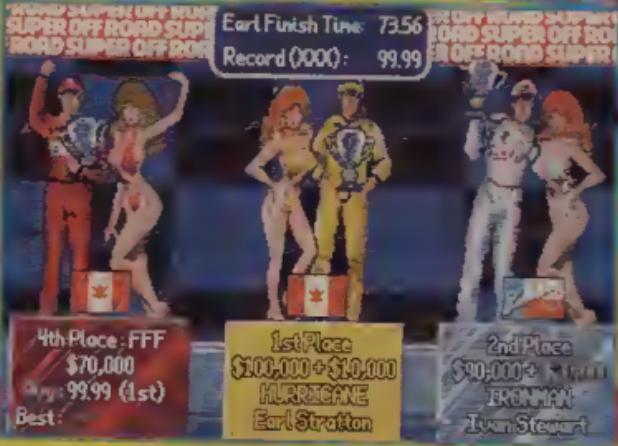
Amiga, PC and ST versions are absolutely identical to the arcade machine (check out those screen shots) and all feature three-player

modem. The C64 version obviously isn't as good graphically, but sports 16 bit gameplay and also a three-player game. Amstrad and Spectrum versions are two-player only, but again the gameplay is extremely polished.

We'll be reviewing the game next month - our breath is baited.

RELEASE: AMIGA ST  
PC C64 SPECTRUM  
AMS OCT  
PRICES: AMIGA ST  
£19.99, PC £24.99, 8  
BITS £9.99

Earl Finish Time: 73.56  
Record (XXX): 99.99



THE CITY PASS IS  
NEAR BY.



## LEGEND OF BILLY BOULDER US GOLD

Strange name for a strange game. It's set in Flintstone-esque Prehistoric times and stars you as the eponymous Billy Boulder, who's on a mission to find Xor, an old crusty Wizard who holds the secret potion which will cure the sick Princess.

This involves trolling around a vast landscape, beating up

everyone you see, solving puzzles and searching a series of large cities for items to help you complete the quest.

The graphics are quite jolly, but as to how it plays, you'll just have to wait until next month when we'll be reviewing it.

RELEASE: AMIGA,  
SEPT  
PRICES: TBA



## TOKI OCEAN

In this conversion of the unusual coin-op you control an anthropoid. For those of you that don't know, that's an ape. Yep, a curse was put on you by some evil geezer, who's run off

with your girlfriend. You have to run, jump and swing around the place and blow away various nasties in order to get to your girl, remove the curse and pound the heck out of the villain who did the dirty deed. We've already had a

## RICK DANGEROUS II MICROSTYLE

That well 'ard adventurer with the big chin is back, and ready to take on the evil Fat Man once again in the sequel to the brill Rick Dangerous. This time, however, our Rick's dumped the Indiana Jones look for a snazzy Flash Gordon outfit, complete with blond quiff!

Invasive aliens have landed in Hyde Park, so Rick decides it's time to

take the battle to the estate. Featuring platform action aplenty, this looks as good as, if not better, than the original. Can Rick save the Earth again? Find out in a review - coming to these pages soon!

RELEASE: ST AMIGA  
PC SPECTRUM AMSTRAD C64 OCTOBER  
PRICE: ST AMIGA PC £24.99, SPECTRUM  
AMSTRAD C64 £9.99  
CASS, £14.99 DISK



# PREVIEW



sneaky peek at the Amiga version, and it's almost identical to its arcade parent, and just as addictive. Keep your eyes peeled for a review in an upcoming issue.  
**RELEASE: ST AMIGA SEPTEMBER PRICES: TBA**



SUDDENLY, SHIPS SCREAM IN LOW FROM THE NORTH. PRIMORDIUM REIGNS AS THE FIGHTERS DROP THEIR DEADLY CARBO! SAILS AND CONTROL TOWERS COLLAPSE IN HELLISH CRIMSON FLARE! PEOPLE PANIC AND SCATTER...

## BUCK ROGERS SSI

SSI's latest release is Buck Rogers, not the ancient arcade game of many years ago, but a computer translation of the TSR board game.

It uses a similar game system to Pool of Radiance as you travel around the galaxy kicking Russo-American

Mercantile butt (they're the baddies). It all sounds a veritable hoot and a laff, so if you're into this kind of thing check it out when it's released in September.

**RELEASE: PC AMIGA (1-MEG ONLY) C64 (DISK ONLY), SEPT PRICES: TBA**

## PANG OCEAN

One of the C+VG team's current favourite arcade games is Pang, Mitchell's one or two-player bubble-burstin' shoot 'em up - and they virtually leaped up and down with joy when Ocean brought in an Amiga version that was a pixel perfect replica.

All the screams, music and playability have been captured perfectly, in one of the most impressive Amiga coin-op conversions we've seen yet! Everything's been included, from the intermission screens to the location of secret lives! Pang should be out around October - we can't wait!

**RELEASE: ST, AMIGA OCT PRICES: TBA**



# NEXT MONTH

WE'VE GOT A MEGA  
ISSUE LINED UP!

THERE'LL BE OODLES OF  
EXCLUSIVE REVIEWS  
INCLUDING THE BIGGEST  
GAMES OF THE YEAR!!!

WE'VE GOT SOME  
AWESOME CONSOLE GAMES!

WE'VE GOT SOME  
UNBELIEVABLE ARCADE GAMES!

WE'VE GOT SOME  
SUPERB HINTS 'N' TIPS!

WE'VE GOT SOME  
INCREDIBLE PREVIEWS!

WE'VE GOT THE  
HOTTEST NEWS!

WE'VE GOT THE  
GREATEST CHARTS!

WE'VE GOT THE  
CORPS!

IN FACT WE'VE GOT  
THE LOT!!!

98 THE OCTOBER ISSUE OF C+VG GOES  
ON SALE SEPTEMBER 16TH. MISS IT  
AND WE'LL SMASH YER FACE IN.

# THE NIGHTBREED

THE ACTION GAME

## THE

JAKE CONTROL  
OF BOONE AS  
HE MAKES HIS  
WAY THROUGH  
THE DEPTHS AND  
SHREWS OF  
NECROPHOLIS TO

## HAS

THE UNDERGROUND  
LIFE OF MIDIAN  
WHERE DWELL THE  
NIGHTBREED,  
SUPERNATURAL  
CREATURES WHO  
HAVE SHIELDED  
THEMSELVES FROM



THE INHUMANITIES  
OF MAN.  
NOT ONLY MUST  
YOU CONFRONT  
AND DEFEAT THESE  
CREATURES BUT



AVAILABLE FOR COMMODORE  
SPECTRUM, AMSTRAD,  
ATARI 8-BIT AND C64 COMPUTERS



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**OCEAN**

## NIGHTBREED

YOU MUST PIT YOURSELF AGAINST THE  
MURDEROUS REDNECK GANG FROM THE  
HAIRY, DIRT-GROUND CITY OF BOONE.  
DEFEAT THE INSANE SERIAL KILLER KNOWN AS

**"THE MASK"**



## BEGUN!

THIS ALL-ACTION ARCADE ADVENTURE ALLOWS  
YOU TO SHOOT, PUNCH AND JUMP AS YOU  
EXPLORE THE TERRIFYING UNDERGROUND  
ENVIRONMENT OF THE NIGHTBREED.

**THEY'RE  
COMING  
SOON!!**

# SNOWSTRIKE

MISSION ZONE COLOMBIA MISSION TARGET DRUGS



... CONGRESS IN EMERGENCY SESSION -  
MOTION TO DECLARE WAR ON COLOMBIAN  
DRUG BARONS NARROWLY DEFERRED ...  
... COVER OPERATION PLANNED BY  
INTELLIGENCE, U.S. CARRIER SETS SAIL FOR GULF  
OF PANAMA.

... DRUG BARONS READY TO SHIP THEIR  
LARGEST EVER CONSIGNMENT OF THE DEADLY  
COCAINE OR SNOW.

... DAWN, SQUADRON OF F14 JETS TAKE OFF  
FOR COLOMBIAN COAST, THE TIME FOR  
TALKING IS OVER... AND YOU WILL MAKE THE  
FIRST SOLO ATTACK!



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